skekKot

Active Member

Joined	Sep 14, 2013
Messages	25
Reaction score	2

Sep 26, 2013

#1

Here is a link to my post about an early revised Shooting script for The Dark Crystal

http://www.darkcrystal.com/index.php/forums/viewthread/982/

Laszlo

Well-Known Member

Joined	Nov 23, 2004
Messages	892
Reaction score	24

Sep 28, 2013

#2

Wow, excellent find! Thank you!

Highly interesting, lots of additional scenes, looks like the workprint!

How about posting it here, before the archive is deleted?

?THE DARK ?THE DARK CRYSTAL?

THIRD REVISION SHOOTING SCRIPT

19/6/81 -- REVISED 22/4/81

DC 4D 4/3/81

1 SKY - DAY – STORM

The sky. A sky like we have never seen before, boiling with angry clouds, rippling with electrical discharges and unearthly lights. A storm that is almost alive.

2 LANDSCAPE - DAY – STORM

We look down at an unfamiliar landscape: mountains, deserts, rivers, forests, huge craters, and ravines. As we move across this alien landscape, a pattern becomes apparent: a kind of line links certain features together. Suddenly a distant flash on the horizon sweeps toward us along this line in a surge of energy, leaving a dying glow on the ground for an instant behind it.

3 LANDSCAPE - SKEKSES CASTLE – STORM

We follow this surge along its line toward a dark, ominous castle, set on a bare, lifeless escarpment, where several of these energy lines converge. The

castle seems to be drawing energy from the earth in opposition to the raging heavens above it.

4 INT. CASTLE - CRYSTAL CHAMBER - DAY – STORM

We move inside the castle, a vast and ancient edifice of grotesquely carved stone and wood. Through a triangular portal, high in the dome of the central room, a shaft of light shines down directly onto a huge Dark Crystal, which hangs suspended over a deep shaft.

The light is refracted into ten beams which shoot out of the Crystal into the large ceremonial room. Standing motionless, bathed in the radiance of the beams of light are nine Skekses, wearing their finest ceremonial robes.

One place is vacant, and the beam shines onto a dias in front of a long silken drape suspended from high in the dome.

The other Skekses eye the vacant place uneasily as they stand motionlessly in their beams of light.

Worked into the embroidery in the silken drape are the symbols of royalty. This is the emperor's place, but he is not there to participate in the

ceremony.

5 INT. CASTLE - CRYSTAL CHAMBER - TRIANGULAR PORTAL IN ROOF - DAY

The shaft of light diminishes as the single sun moves out of the portal. The ceremony is over.

6 EXT. SKEKSES' CASTLE – DAY

The camera pulls away from the Castle. The storm seems to be dying. The fissure in the clouds, that had revealed the single sun overhead, closes up.

A strange batlike thing, with a glinting crystal in its claws, circles past.

7 EXT. MYSTIC VALLEY – DAY

In the distance is the castle with the storm threatening around it. But here the air is clear.

Below a circle of grotesque peaks rim a circular valley.

The camera pans down to reveal a tracery of tiny waterfalls running down the circle of peaks and into pools in the valley.

8 EXT. MYSTIC VALLEY - POOL – DAY

The camera follows one waterfall as it turns into a stream and runs down into a series of small pools.

The camera moves into a tighter shot of the water.

A body is swimming gracefully under the water.

The head of Jen the Gelfling bursts through the surface of the water.

And he climbs up onto the bank. In the background ominous flickerings herald the approaching storm.

Jen picks up a strange two-pronged flute he has left on a flat rock beside the pool. He sits down at the edge of the water and begins to play a haunting double melody on his flute.

A small wary scampering creature pricks up its ears at the first notes.

Jen plays an oddly muffled note. He frowns, taps his flute on the rocks as if to clear it, and then blows the offending note with a loud piercing shrillness.

9 EXT. MYSTIC VALLEY - POOL – DAY

A large four-armed Mystic suddenly rears up behind Jen. There is a flash of lightning and a rumble of distant thunder. The Mystic towers over Jen, but Jen does not seem afraid.

JEN

Pardon, Ancient One.

I did not mean to disturb you.

The Mystic speaks with long pauses, as if summoning

up his ancient wisdom. (His people call themselves

the Ur, which means "old and wise" in their tongue.)

MYSTIC

To mean is not to do.

To make a sound

Is to trouble the roots of silence.

To play the flute

Is to make a slave of air...

Jen turns away impatiently.

JEN

I know. You told me that before.

The Mystic cocks his head as if listening to a

distant sound. Jen plays a delicate figure on his

flute, bored by the pause.

MYSTIC

In your cave there is one who has

need.

JEN

My master?

Jen doesn't wait for a reply, but reaches for his clothes.

The Mystic seems not to have heard the question. He looks up at the sky. The storm is getting closer.

MYSTIC

The storm comes.

But does no harm to one who runs.

Jen pauses for a moment as the meaning sinks in.

Then he turns and starts to go past the MYSTIC toward his home cave --- just as the first fury of the storm breaks on the valley.

Rocks and pebbles are blown past Jen as the wind rips into the walls of the valley and turns the waterfalls into wild plumes of spray.

10 OMIT 10

11 EXT. MYSTIC VALLEY - CAVE CIRCLE - STORM - DAY 11

Jen runs up a spiral pathway toward his Master's cave. Three Mystics are watching the storm and talking. They move apart to let Jen through.

Jen runs past a Mystic cave, its entrance decorated with runes carved into the rock. The Mystic inside sticks his head out and follows Jen with his gaze.

Jen approaches his home cave. It is larger and the runes more elaborately carved than the others. He pauses at the entrance. Behind him the storm lashes the peaks of the valley.

12 INT. MYSTIC'S CAVE - MYSTIC VALLEY – DAY 12

Jen enters the cave. He walks past a Gelfling-size bed carved into the rock toward the rear of the cave, where his Master lies draped across a sleepframe.

12 CONTINUED 12

The Mystic's head is in an awkward position and his eyes are glazed over.

Jen crosses quickly to the Master's side.

JEN

Master, what is wrong?

The Mystic's breathing is labored and noisy. He looks up at Jen and seems to recognise him dimly as if through a cloud. He beckons weakly for the Gelfling to come closer.

MASTER

I was born.....

Under a Shattered sky.

JEN

Master, please, it's me, Jen.

MASTER

A castle sang... To the Three made

One. The rule of the Skekses has

brought forth... pain, and taste of

woe fills the dark waters.

Jen is bewildered and upset by this pointless raving.

JEN

You are ill. You must rest.

His master silences him with a gesture of one hand,

and continues, seeming to summon his last reserves

of strength.

MASTER

On High Hill, watching the Heavens,

Sits the Dome of Aughra, keeper of

secrets.

The Mystic passes his hand over a basin of liquid

beside him and the liquid forms itself into the

shape of a mountain on top of which is a curious

domed house: the house of Aughra.

MASTER

A Wanderer may come...

From under the Mountain bringing

Murder and birth...

JEN

Master, I don't understand.

12 CONTINUED 12

The Mystic interrupts him, and passes his hand over

the basin of liquid again. An image of a Crystal

Shard appears.

MASTER

Mark well this orphan Shard.

An orphan must restore it

To its rightful place.

Heal the Wound at the World's core.

You are that orphan Wanderer

And this the tool to forge your Fate.

And now... you are alone.

The image of the Shard rings with a high pitched

double note, then fades and vanishes.

JEN

Alone? But I'm here with you.

The Mystic closes his eyes and speaks in a voice

that sounds as if it is coming from very far away.

MASTER

Your Journey must begin for the

three suns will not wait.

Remember me, Jen.

We may meet... In another life

but not again in this.

The Mystic's eyes close, and he seems to lapse into

a kind of coma, still breathing laboriously.

Jen leans closer.

13 INT. SKEKSES CASTLE - CORRIDOR - STORM – DAY 13

A Skeksis walks through the dark halls of the

Castle, past mysterious hulks (Garthim) lurking in

alcoves.

This Skeksis is the General, or Garthim-Master: the

largest of the Skekses. His costume is wrought with

armor-like, military motifs.

He swaggers toward an ornate doorway.

The Chamberlain, an unctuous upstart, suddenly

appears in an alcove, where he has been waiting for

the General.

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13 CONTINUED 13

The General is startled, and draws back, hissing.

Then he continues toward the ornate doorway,

followed by the reptillian Chamberlain.

14 INT. CASTLE - EMPEROR'S BEDCHAMBER - STORM – DAY 14

The General and the Chamberlain enter and walk

toward the sumptuous bed of the Emperor, who is

dying.

The other seven Skekses hover around the bed,

watching. They make room for the General and the

Chamberlain.

The Emperor's eyes are dull and he is breathing

laboriously. His head lolls to one side, and a

jewelled septer slides out of his hand onto the bed.

The Chamberlain reaches out a bony, clawlike hand

for the septer.

The Emperor's eyes blaze awake suddenly, and he

lashes out at the Chamberlain with a snap of his

still powerful jaws full of crooked yellow teeth.

The Chamberlain withdraws meekly.

Suddenly the Emperor collapses back onto his bed and

stops breathing. A black membrane slides over his

eyes.

The nine remaining Skekses look at one another with

suspicion.

On the bed, the Emperor's body begins to crack and

crumble into dust.

15 INT. MYSTIC'S CAVE - MYSTIC VALLEY - STORM – DAY 15

Jen's Master seems to evaporate, slowly, as Jen

looks on with awe.

JEN

Master! Don't go. I... need you...

Soon there is nothing left of his body. His empty

robe remains behind, draped over the sleepframe.

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16 EXT. MYSTIC VALLEY – DUSK 16

In the valley of the Mystics, the storm suddenly

clears.

Small creatures come out of shelter and look up at

the sky.

17 INT. MYSTIC'S CAVE – DUSK 17

Jen stands at the cave mouth. In the b.g. is his

master's sleepframe, now empty.

18 EXT. SKEKSES CASTLE – NIGHT 18

Inky night enfolds the castle and a death-like

stillness oppresses the landscape. From deep within

the bowels of the castle, faint sounds of solemn

music filter to the outside.

19 INT. SKEKSES CASTLE - COUNCIL CHAMBER – NIGHT 19

Burning Urns flicker in the high, vaulted room. The

Emperor's funeral begins with organ-like chanting

from a group of slave musicians in a gallery overlooking the main floor.

The Skekses enter in single file, carrying the casket containing the dust of the Emperor and his jewels and clothing. They move in stately progress, threading the intricate pathways of a maze inlaid with jewels and precious metals in the marble floor, winding towards a central space.

The casket is carried by the Chamberlain, the High Priest, and the General.

The Skekses pass the Emperor's casket one by one, and perform a final act of homage, muttering a few words in their harsh language, which is then repeated in chorus by the others.

A slave passes among the Skekses with an ornate metal bowl. Each Skekses takes a smoking orb from the bowl. Then they turn and face the casket.

The High Priest chants a final invocation, the music rises to a climax and they throw the smoking orbs in unison at the casket.

19 CONTINUED 19

The Skekses cry out in a harsh voice, as the orbs land on the casket which blazes alight with blinding brightness.

The Emperor's remains are burnt to smouldering embers in a few moments.

20 EXT. MYSTIC VALLEY - CAVE CIRCLE – DAWN 20

The Mystics celebrate a different kind of funeral ceremony. The nine remaining Mystics chant as they carry the dead Mystic's possessions down from his cave and place them at the base of one stone pillar in a circle of ten.

Jen follows them, playing on his forked flute. The Mystic's music has none of the pomp and barbarity of the Skekses'.

The Mystics circle around the stone pillars wreathed in a veil of mist and incense as they deposit the Mystic's possessions at the foot of one pillar.

One of the Mystics (Ur-Zah, the one who had spoken

to him at the pool) steps out of the circle and

speaks to Jen, while the others continue in the

background.

UR-ZAH

A task is set for the disciple.

JEN

I haven't set foot outside the valley

of the Urru since you found me.

UR-ZAH

On High Hill, watching the heavens,

sits the Dome of Aughra, keeper of

the secrets. Go.

JEN

How do I know I can do what I'm

supposed to?

UR-ZAH

Without a dawn, there is no set of

sun.

JEN

But Ur-Zah, you can see the future,

can't you? Tell me what will happen.

20 CONTINUED 20

Ur-Zah pauses. Behind him wraith-like phantoms form

and seem to circle in the mist along with the

chanting Mystics.

UR-ZAH

The future is many. We see them all.

Which one will be yours, is for you

to find.

Ur-Zah turns and points to three concentric circles

inside a triangle carved on the nearest stone pillar.

UR-ZAH

But know this, Gelfling.

Unless you gain your goal

before the three-made-one look down,

the foul Garthim hordes will kill you,

And destroy all things whole and good.

Now go.

Ur-Zah turns and joins the circle of the chanting

Mystics again.

Jen starts off on his path.

But after a few steps he turns and calls back.

JEN

Ur-Zah, what are Garthim?

Ur-Zah pauses and looks up at Jen.

UR-ZAH

Whenever you find out,

it will be too soon.

His answer has an air of finality, so Jen continues

on his journey out of the valley.

Behind him, a lambent blue glow descends from the

sky and surrounds the dead Mystic's possesions until

they evaporate just as he did.

21 EXT. MYSTIC VALLEY RIM – DAWN 21

When Jen turns back for a last look from the rim of

the valley, all the Mystics look up at him,

simultaneously, an instant. And then they return to

their chanting.

21 CONTINUED 21

Jen walks over the lip of the valley, out of sight of the Mystics, and his home.

22 EXT. WILDERNESS – DAY 22

Jen walks through a strange new country, quite different from the valley he's used to. Tall exotic plants tower over him. Small wary creatures scatter and hide at his approach.

23 INT. CASTLE - COUNCIL CHAMBER 23

The Skekses are standing conversin cordially with one another. Behind them the Emperor's throne sits empty on a raised dais.

The Chamberlain eyes the empty throne and starts sidling towards it.

The High Priest sees his move, and hurries to head him off.

The General arrives at the throne first, and attempts to sit in it. He is the largest of the Skekses, and dressed in clothes that suggest a kind of military style.

The three Skekses struggle for the Emperor's throne, hissing and screeching at one another. Then the

High Priest withdraws, leaving the dispute to the Chamberlain and the General, who utters a solemn word of challenge.

GENERAL

Haakskeekah!

The Chamberlain repeats the challenge.

CHAMBERLAIN

Haakskeekah!

Slaves pull a long rope and a ceremonial rock raises from the centre of the floor. The rock is gashed and scarred in many places.

The Chamberlain and the General advance toward the rock, take two swords, and swing them with identical ceremonial motions.

The Chamberlain winds up and smashes his sword into the rock. There is a dull clank and nothing

happens.

The General smashes his sword into the rock and knocks off a tiny chip.

The watching Skekses cheer his effort in their harsh voices.

The Chamberlain swings again and knocks off a tiny chip.

The General sneers at him and unleashes a mighty blow that smashes a huge chunk of rock off with an explosion of released energy.

The white hot chunk of rock spins across the floor.

The Skekses cheer wildly. The General accepts their homage.

The Chamberlain cowers wretchedly beside the rock.

Suddenly the other Skekses surround him, rip off his jewels, robes, and badges of office, leaving him clad only in rags.

He slinks out of the hall in disgrace.

One of the other Skeksis moves to the General, babbling with great excitement. He is an obeses gourmand, and normally only cares for food. But now he is clearly terrified by something.

GOURMAND

Kellffinnkh! Kellffinnkkh!

('A Gelfling, a Gelfling. In the

Dark Crystal. A Gelfling alive!)

The General rushes out, followed by the other

Skekses. The deposed Chamberlain watches them leave

from the shadows.

24 INT. CASTLE CRYSTAL CHAMBER 24

The Skekses enter the Crystal room and gather around

the Crystal, staring into its depths and talking

excitedly.

24 CONTINUED 24

The General pushes to the front of the crowd and

looks into the Crystal.

The General stares with astonishment, then becomes

outraged and angry. He begins to scream for his

Garthim.

GENERAL

Kelflinkh! Garthim Klaka Krakwhee!

('Gelflings! Garthim, Kill them!')

On the balconies of the Crystal room huge looming Garthim come to life and limber out the door.

24A INT. CASTLE – CORRIDOR 24A

The Garthim lumber down the corridor. They are joined by other Garthim from niches in the walls.

The deposed Chamberlain, lurking out of sight, waits till the Garthim have passed and then sneaks after them.

24B INT. CASTLE - CRYSTAL CHAMBER 24B

Inside the Crystal room the Skekses crowd around the Crystal to see better, and mutter ominously among themselves.

The camera reveals what they see: The image of Jen (from Sc 25) climbing up a cliff on a mountainside.

25 EXT. AUGHRA'S MOUNTAIN 25

A dark purple crystal hanging from the talons of a batlike creature shows Jen's image reflected in it as he climbs past on his way up the cliff.

Aughra's observatory towers above Jen.

26 OMIT 26

27 EXT. AUGHRA'S MOUNTAIN – DAY 27

Jen is walking on a path among tree-like plants. He brushes past a vine-like tendril hanging down, and it seizes him.

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27 CONTINUED 27

More tendrils fling themselves around him and wrap him up tight.

Jen yells and struggles in vain. He is hoisted aloft, wriggling and helpless. He disappears into the foliage above.

Jen struggles in the tendril snare, hanging helpless high up in the trees.

He stops struggling and listens to the sound of someone approaching below on the ground: crackling undergrowth, rheumy breathing. He can't see through the thick foliage.

An eye held by a gnarled hand is thrust up through the leaves. Jen gasps with astonishment as it

stares at him unblinkingly.

Aughra withdraws her hand, replaces her eye in its

socket, and touches a trailing vine with a whispered

word.

Jen is lowered from above and hangs a few feet above

the ground, looking at the strange figure of Aughra:

an ancient witch of terrifying appearance.

AUGHRA

You Gelfling?

JEN

I am.

AUGHRA

Can't be. All dead. Wiped out.

JEN

My name is Jen. The Gelfling.

I am not dead.

AUGHRA

Ha. Maybe. Maybe not.

Gelfling, hmmm?

JEN

I see a watcher of the Heavens,

Aughra.

AUGHRA

Who sent you?

DC 4D 4/3/81 CONTINUED

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27 CONTINUED 27

JEN

My master. Ur-Zah. Wisest

of the Urru.

AUGHRA

(Looking around nervously)

Where's he? Huh? Around here?

JEN

He's dead.

AUGHRA

Could be anyplace then.

Aughra examines Jen more closely. She pinches the

flesh of her upper arms. He shrinks from her. She

cackles with glee at his terror.

AUGHRA

Ha. Afraid of me? Think I'm gonna

eat you? Nice roast Gelfling for my

dinner? Eh? Might not be so bad at

that. Ha.

She suddenly thrusts her face a few inches from his.

AUGHRA

What you want with Aughra?

JEN

... a shard, Crystal. I saw it in

a vision at my Masters cave.

AUGHRA

That's all? You want a piece of

crystal? Why didn't you say?

She strokes the tendrils in a certain manner and

they whip away from Jen. She starts to walk off as

Jen is still rubbing the circulation back into his

limbs.

AUGHRA

Follow.

Plants on the cliff face draw aside for her and she

disappears into a hole. Jen pauses an instant as he

looks into the forbidding darkness, then plunges in

after her.

DC 4D 22/4/81 CONTINUED

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28 INT. TUNNEL TO AUGHRA'S OBSERVATORY – DAY 28

Jen stumbles through a dark passage, lost and confused. Aughra seems to have vanished ahead of him. Jen calls out a couple of times, but there is no answer except the echoes of his voice.

JEN

Hello? Wait.

It's dark.

I can't see.

Hello?

29 INT. AUGHRA'S OBSERVATORY – DAY 29

Suddenly he pushes through an unsuspected door in front of him and discovers he is inside a vast dome, illuminated with a kind of golden radiance.

Jen stares up at the dome. On it are painted faint

zodiac figures in fine gold, stars indicated by twinkling jewels.

Below the dome is a complicated orrery model of the suns and planets---large shiny discs of metal on long arms that revolve and interweave in a complex cosmic dance that Jen cannot begin to comprehend. The discs are polished and sharp-edged, and their movements are surprisingly swift---forcing Jen to duck or jump at crucial moments in the following scene.

Beneath this clockwork planetarium which fills the giant dome, is Aughra's house, a messy collection of alchemist tools, crude half-assembled machines, biological specimens, and domestic clutter, all mixed up together.

Jen is gawking at this spectacle, when Aughra appears beside him. Jen jumps with surprise.

AUGHRA

Like my house, Gelfling?

JEN

So many wonders ...

AUGHRA

What you expect?

A hole in the ground? Ha.

Gelflings.

DC 4D 4/3/81 CONTINUED

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29 CONTINUED 29

Aughra ducks casually as a giant metal disc representing a moon slashes past her head with the whish of a rapier. Jen barely misses being decapitated.

JEN

What is that?

Jen gestures at the orrery model.

AUGHRA

Suns. Planets. Moons. Comets.

How else you know about conjunctions?

Humm? Big one coming up. Better be underground for that one. No telling the damage. Whole planet might burn

up. End of Auhgra. Ffffffft.

Smoke rings.

A scimitar-like comet sweeps past from another direction. Jen dives for the floor. Aughra side-steps unconsciously and continues her musing.

AUGHRA

So what? We all turn to smoke in the end. Come from smoke too, some say. Don't know. Might not be so bad, smoke. Float around. In the air. See the world. Hmm?

JEN

What's a conjunction?

Aughra laughs and picks up an iron alchemist's triangulum. She puts it over her face and stares out with her one eye at Jen through the little triangular opening: three concentric circles inside a triangle.

AUGHRA

The Great Conjunction! Soon. The end of the world. Or the beginning.

She laughs hysterically and puts down the triangulum.

AUGHRA

End, begin. All the same.

Big change. Sometimes good,

Sometimes bad. Don't touch!

DC 4D 4/3/81 CONTINUED

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29 CONTINUED 29

She suddenly shrieks at Jen, who has reached out toward a little pot seemingly suspended in mid air over a bright flame.

She slams her hand down on top of Jen's, pinning it to the table.

JEN

I just wondered what held it up.

AUGHRA

Questions! Too many questions.

You want a shard... find it!

She opens a cabinet door, revealing a shelf full of crystalline shards, glittering at him.

JEN

Which one?

AUGHRA

If I knew, I wouldn't need you.

Head. Down.

JEN

Huh?

Aughra shoves him down, just as a sharp disc on the

orrery slices past his head.

AUGHRA

Suns can be dangerous.

The camera follows the orrery as it revolves.

DISSOLVE TO:

29A EXT. AUGHRA'S OBSERVATORY – NIGHT 29A

The observatory glows against the dark sky.

30 INT. AUGHRA'S OBSERVATORY – NIGHT 30

A different configuration of the orrery. Time has

passed.

Jen is sitting cross-legged on Aughra's table,

examining crystals.

Aughra enters with a bowl of mushrooms.

30 CONTINUED 30

AUGHRA

You want mushrooms?

Caught them myself.

JEN

No thank you. These three are

similar to the one I seek.

Jen holds up three identically shaped shards.

AUGHRA

Must choose. All life is choice.

JEN

If I find the right one, how do I

know you'll let me take it?

Aughra laughs hysterically.

AUGHRA

Don't know.

Don't know Aughra.

Don't know Shard.

Don't know anything.

Aughra continues to mutter to herself.

Jen stares at the line of identical crystals for a moment, then takes the forked flute hanging from a thong around his neck and blows the two notes that he heard when his master showed him the vision of the Shard.

The two notes resonate shrilly, and echoes fill the huge dome.

Aughra looks around at the dome and then at Jen.

Through the orrery one of the crystals seems to pick up the sound and vibrate slightly, sending back the two notes an octave higher. At the same time the crystal catches the light and seems to twinkle unmistakably.

Jen picks it up and stares into the depths of the thick triangular shard. He is fascinated by the way it breaks up the light into infinite refractions.

Aughra walks through the orrery toward Jen, rubbing her hands and cackling.

Suddenly, Garthim smash their way through the wall of Aughra's observatory and move toward Jen.

DC 4D 4/3/81 CONTINUED

30 CONTINUED 30

AUGHRA

Garthim!

Benches full of glassware and delicate optical equipment crash to the floor. Jen shoves the shard into his tunic, and leaps to his feet.

Aughra screams with fury a.d desperately scurries in front of the advancing Garthim to save her precious things.

AUGHRA

Out of my house.

Garthim out! Out!

Don't touch! No!

Jen jumps down from the table he was standing on, knocking over the bright flame with the little pot suspended above it.

The little pot spills a flammable liquid over the table, and the table bursts into flame.

Aughra screams with horror at the sight of the flames.

AUGHRA

Fire! Now see what you've done!

Put it out. Fire!

My house! My house!

She stamps her foot with rage and hurls an astrolabe

at the Garthim.

Jen finds himself backed against a leaded glass

window, trapped by approaching Garthim.

As the main arm of the orrery swings past, Jen grabs

it and is pulled into the air just as the Garthim's

claws snap at where he was standing. Jen is

propelled around the circle and thrown off at the

upper level of the observatory. He breaks through

the glass dome and falls outside as the Garthim

smash their way across the floor toward him.

30A EXT. AUGHRA'S OBSERVATORY AND MOUNTAINS – NIGHT 30A

Jen rolls down a steep slope, tumbling over and over

until he lands in a gully far down from the

observatory.

30A CONTINUED 30A

He picks himself up and turns to look back up at the observatory.

Aughra's observatory bursts into flames above.

Faint sounds of destruction and Augra's high pitched screaming can be heard.

Jen plunges headlong into the underbush, fleeing in terror.

The Chamberlain, far away, across a deep ravine, sees Jen escape into the wilderness.

The Chamberlain is too far away to catch Jen, but he turns away from the burning observatory and starts to struggle slowly and awkwardly through the thick jungly brush after the fleeing Gelfling.

Distant figures of Garthim are silhouetted behind the Chamberlain against the flames of the burning house of Aughra.

31 EXT. MYSTIC VALLEY - CAVE CIRCLE – DAWN 31

Ur-Zah sits beside a curious monolith in the center of the Valley. He is chanting and drawing complex patterns on the ground with colored sand.

The moving shadows complete a certain pattern in the sand painting. Ur-Zah rises, looks up at the three suns and calls out a ritual word in a loud voice.
The other Mystics look up at the sky from all over the Valley and join in a nine-toned chant.

32 EXT. SWAMP – DAY 32

The camera wanders through a fantastic swamp: huge tree-like things move slowly through the muck. Mushrooms sprout wings and fly away. A swarm of fierce crystalline hornets herd a terrified reptillian weasle across the swamp: the weasle coils and strikes at them repeatedly with it's fang-filled mouth, and then slithers away trying to escape. The crystal hornets drive the weasle into a gaping hole in the muck which snaps shut, revealing itself as the mouth of a buried monster.

32 CONTINUED 32

The camera discovers Jen sitting under a giant fungus, staring into the depths of the Crystal Shard. He seems to be in a kind of trance.

In the depths of the Shard and image forms:

X1 OMIT

X2 OMIT

X3 INT. CASTLE - CRYSTAL CHAMBER - DAY

POV from the Crystal.

A creature reaches up and smashes the Dark Crystal with a heavy club. The image shatters.

32 EXT. SWAMP – DAY 32

Jen, in the swamp, looks up with a start. He hears a sound behind him.

He thrusts the Shard into his tunic and turns to look.

A clump of fronds snaps back where it had been parted as if by a creature peering at him.

Jen rises and walks to the clump of fronds. He cautiously peeks around it. There is no one hiding behind the fronds. He looks down at the ground.

A footprint in the soft muck. A trickle of water

just beginning to fill it in tells him it is fresh.

Jen stares at the footprint. He looks around

nervously.

A flash of movement behind another clump of fronds.

A sound of rustling leaves as something runs away.

Jen races to the second clump of fronds.

A line of freshly broken caps leads through a carpet

of mushrooms directly into the open end of a fallen

hollow trunk.

Jen cuts across the mushrooms to the other end of

the trunk.

He kneels beside the root end of the trunk like a

hunter awaiting his prey.

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32 CONTINUED 32

A sound like laughter from somewhere.

He looks around uneasily.

Then, resolute, he sweeps away the curtain of vines

that cover the opening.

He sees the face of a ferocious monster inside

growling horribly.

Jen scuttles backward, terrified.

He stumbles and falls in a small pond.

Definitely laughter this time. Behind him.

He turns and sees a beautiful Gelfling girl.

She steps out of concealment and stands smiling at

him.

Jen glances back at the hollow log.

The monster is still growling.

The Gelfling girl (Kira) whistles and the monster

hops out of the end of the log. It is all face.

The rest a ball of fur.

KIRA

Don't be afraid. Fizzgig won't hurt

you. He's a terrible coward.

Fizzgig scurries behind Kira and hides.

Kira steps toward Jen. She is the most beautiful

thing he has ever seen in his life. He is

astonished by her. He hasn't seen another Gelfling

since he was an infant.

JEN

Are you Gelfling?

KIRA

Yes.

JEN

I thought I was the only one.

But you...

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32 CONTINUED 32

KIRA

I have hidden all my life.

Here. I too thought I was

alone. I am called Kira.

JEN

My name is Jen.

Jen tries to stand up. Fizzgig peeks out and growls.

JEN

I seem to be stuck. (He laughs)

KIRA

Here... Take my hand.

She reaches out a hand to him.

He reaches his hand toward her.

Their hands touch. Something like an electric spark.

Huge close-ups of their eyes enlarge to engulf them in each other's innermost thoughts, while they are overwhelmed by a rush of images that weld their two minds into one consciousness:

Z1 EXT. JEN'S GELFLING VILLAGE - DAY

Jen as a baby Gelfling, crying amid the flaming ruins of a Gelfling house. A blurred image of something like Garthim dissappearing in the distance.

Y1 EXT. KIRA'S GELFLING VILLAGE - DAY

Kira as a Gelfling infant. Her mother stuffs her into a hole under the roots of a tree. From Kira's POV inside the hole, we see her mother seized by a pair of bony, claw-like hands. They are the hands of a Skeksis, but all we can see are the hands as Kira's mother is strangled.

In the background shapes like Garthim smash and destroy.

Z2 EXT. JEN'S GELFLING VILLAGE - DAY

Infant Jen is picked up, from the ruins of his

house, by the four arms of a Mystic.

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32 CONTINUED 32

Y2 EXT. POD VILLAGE - DAY

Kira wanders into a settlement of lumpish peasant

folk. They surround her babbling excitedly. Her

POV looking up at them.

Z3 OMIT

Z7 EXT. MYSTIC VALLEY - DAY

Baby Jen splashes in a waterfall.

Y3 EXT. POD VILLAGE - DAY

Kira swinging in a hammock. A peasant woman feeding

her from a gourd.

Z4 EXT. MYSTIC VALLEY - CAVE CIRCLE - DAY

Jen learning to draw runes with his finger on a

black rock surface. His master patiently corrects

him.

Y4 EXT. POD VILLAGE - DAY

Kira jumps from a tree. The peasants gasp in fear.

Z5 EXT. MYSTIC VALLEY - CAVE CIRCLE - DAY

Jen helping while his Master mixes herbs and mushrooms in a giant cauldron. In the background another Mystic patiently weaves a magic garment.

Y5 EXT. WILDERNESS - DAY

Kira hiding among the swamp plants while a troop of Garthim pass.

Z6 EXT. MYSTIC VALLEY POOL - DAY

Jen swimming.

Y9 EXT. POD VILLAGE - DAY

Kira playing catscradle with pod village children. She transfers it on childs hands.

Z8 EXT. MYSTIC VALLEY - CAVE CIRCLE - DAY

Jen helping Weaver.

32 CONTINUED 32

Y10 EXT. WILDERNESS - DAY

Kira examining plants.

Z9 EXT. MYSTIC VALLEY - CAVE CIRCLE - DAY

Jen working with abacus and Numerologist.

Y11 INT. POD DWELLING - POD VILLAGE - NIGHT

Kira singing with Pod People.

Z10 INT. MYSTIC CAVE - MYSTIC VALLEY - DAY

Master teaching, Jen listening.

The flow of dream-like images suddenly breaks off:

33 EXT. SWAMP – DAY 33

Jen is up to his chin in the little pond.

A kind of quicksand is sucking him down. Only his

head and hands are above the surface.

JEN

Help!

KIRA

It's alright, don't struggle.

Kira holds back her head and calls out in a high-

pithced wailing sound.

A roiling of the surface begins on th% far side of

the pond and rapidly churns toward Jen.

Jen is raised up and lifted onto the bank by a huge

swamp grub.

Kira pats the grub affectionately on the muzzle and

feeds it a dried mushroom from a pouch at her waist.

JEN

How did you do that?

KIRA

This is a Nebrie. They graze the

bottoms of ponds for the Krewin.

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33 CONTINUED 33

She speaks a few more words to the Nebrie in his

tongue.

Jen slides down from the Nebrie's back to stand

beside her.

JEN

How did we talk without speaking?

KIRA

Mindspeach. You don't

know mindspeech?

He reaches out to take her hand again. There is a

growl from the ground. They look down.

Fizzgig is snarling up at Jen.

Kira laughs.

KIRA

Fizzgig, don't be jealous. This is

Jen. He's like me, only different.

The two Gelflings walk away hand in hand through the

swamp.

The camera lingers on the Nebrie, placidly grazing

on wild Krewin grass.

Fizzgig growls at the Nebrie and bounces along after

Jen and Kira.

Two baby Nebrie poke their heads out of the water.

34 INT. CASTLE - BANQUET ROOM – DUSK 34

A Nebrie, like Kira's friend, roasted on a huge

platter, is carried in from the kitchen by slaves

and set down before the Skekses. They greedily rip

succulent shreds of meat from the still steaming

carcass.

The High Priest sits at one end of the table watching calmly as the other Skekses gorge themselves orgiastically.

The General sits opposite the High Priest on an elaborate imperial chair as befits his rank. He also has the worst table manners.

34 CONTINUED 34

A crab runs down the length of the table. Each Skekses tries to grab it. The designer draws back from the table in fright.

The General removes his head from a cauldron where he has been "licking the dregs." He observes what is going on.

The General laughs, and quickly spears the crab on a long fork and stuffs it in his mouth.

A troop of Garthim march into the room (fresh from the raid on Aughra's house). They stand at attention in front of the General.

The General looks haughtily at the High Priest and speaks a command to the Garthim.

The Garthim fling down a box woven of gnarled roots onto the floor of the banqueting room.

The General reaches over without getting up and taps the box in a certain way. The roots fall apart revealing:

Aughra crouched inside, snarling and cursing her captors.

The General seems startled to find her there, instead of a Gelfling. He looks around helplessly.

GENERAL

K'luh Kelffinnkhh.

("This is not a Gelfling.")

AUGHRA

Of course I'm not a Gelfling.

Never have been. Ruined.

My house ruined! By you.

You build me new house.

GENERAL

Shhka Kelffinnkhh?

("You captured the Gelfling?")

AUGHRA

Yes. In my house. Was going to

send word to you, when stupid

Garthim burn down my house! Ashes!

The High Priest steps over to Aughra and yells at

her threateningly.

DC 4D 4/3/81 CONTINUED

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34 CONTINUED 34

HIGH PRIEST

Kelffinnkh K'nim. Krahkwhee!

("Gelfling is dangerous. Must kill

it. Where is this Gelfling?")

AUGHRA

Stupid Garthim. Let him escape.

Ran away. Aughra could have brought

him here. No. You ruin my house.

Years of work. Ashes. Ruin.

The General gestures to the Scientist and the Slave

Master.

GENERAL

Aukhra na Rakhash! ("Take Aughra

to the chamber of Life!")

Aughra is dragged away, taunting them.

AUGHRA

Let go! Stupid Skekses don't know

so much! Ha! You'll see. The

prophecy was right. Just wait.

(Mutter... Mutter...)

The High Priest looks over at the General, who is

finishing a few last delicacies from the table.

The High Priest gives a signal.

HIGH PRIEST

Kelffinkkh Krakwhee!

("Kill Gelfling!")

The camera tilts upward from the banquet chamber

toward the shadowy heights of the ceiling.

Huddled on ledges just below the arched vaults of

the roof, a flock of strange bat-like birds crouch,

with seeing-crystals embedded in their chest. They

open their eyes and spread their wings, as the

shrilling sound grows louder.

One by one they take off from the ledges, and fly

out a high open window into the purple twilight.

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35 EXT. CASTLE – DUSK 35

We see the batbirds flying away from the Castle.

One passes close to the camera and we notice the

glint of his seeing-crystal.

36 EXT. BLACK RIVER – DUSK 36

Jen and Kira are floating down the river at sunset

in the shell of a great dead whirligig beetle.

The landscape along the river is alive with humming

Spanish moss, whistling trees, and resonant bubbles

that surface from the mud, creating a musical

landscape. Kira sings a wordless ancient melody,

and the landscape comes alive with sweeping colors

and movement as well as sound. Jen takes out his old hand-carved flute and accompanies her. It is a moment of achingly perfect union between them, and harmony with the environment. Even Fizzgig forgets to fidget, and stares at his reflection in the water.

Kira suddenly pushes Jen down in the boat. He lands on Fizzgig, who squeaks loudly and wriggles free.

Kira ducks down. The three of the lie hidden in the bottom of the beetle shell.

JEN

What...?

KIRA

Up there. A crystal bat.

A batbird flies overhead, carrying a seeing-crystal in its chest.

Kira stands up and swings a double weighted thong around her head, then lets go.

The thong spins in the air as it flies directly upward, wraps itself around the flying batbird, and brings it down flapping and squawking.

The batbird lands in the black glossy river, struggles for a few seconds, and disappears beneath

the gooey surface.

Fizzgig gives a smug, defiant growl.

The two Gelflings sit up. Jen is awed, Kira matter-

of-fact.

Laszlo

Well-Known Member

Joined

Nov 23, 2004

Messages

892

Reaction score

24

Sep 28, 2013

#4

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JEN

Are there more of those?

KIRA

More and more all the time. What

they see, the Skekses see too.

JEN

Did it see us?

KIRA

(Shaking her head)

I don't think so.

The Gelflings float on down the black river toward distant lights. Behind them, unseen, the batbird struggles up from beneath the surface of the water. It crawls onto a rock, pointing its crystal at the two Gelflings.

The seeing crystal captures the image of Jen and Kira in their boat.

37 EXT. MYSTIC VALLEY - CAVE CIRCLE – DUSK 37

In a long slow procession, the Mystics are leaving their valley, taking the same route Jen took when he left on his quest.

38 EXT. POD VILLAGE – NIGHT 38

Jen and Kira emerge from the underbush of the wilderness into a clearing. In the midst of the clearing is a cluster of large pods from some kind of plant.

Peasants bustle in and out of the hollow pod.

Fizzgig bounces toward the village, barking.

JEN

I know this place from

the mindspeech.

KIRA

It is my home.

Y6 OMIT

Y7 OMIT

DC 4D 4/3/81 CONTINUED

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38 CONTINUED 38

Y8 OMIT

Y9 MOVED TO SCENE 32

JEN

Will they welcome me?

KIRA

Oh, yes. When they see I am Happy.

The two of them walk toward the largest pod.

Suddenly the Pod People catch sight of them and come

rushing joyfully to them, whooping with delight in

their babbling musical speech.

An old woman embraces Kira, her foster mother Ydra.

39 INT. POD DWELLING - POD VILLAGE – NIGHT 39

We are inside a large hollowed out pod: peasants

are enjoying a kind of harvest feast day. In the

center of the room peasants jostle against cooks

stirring big kettles of soup over glowing fires.

Jen and Kira are seated at a table.

A villager brings a new plate of food to Jen and

Kira.

VILLAGER NO. 1

Valya lyee away seer?

("Good cheese isn't it?")

The villager looks at Jen and waits. Jen leans over

to Kira.

JEN

How do you say thank you?

KIRA

Fala vam.

JEN

(To villager No. 1)

Fala vam.

The villager nods and continues to look at them.

DC 4D 4/3/81 CONTINUED

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39 CONTINUED 39

VILLAGER NO. 1

Taka ee kaynoochatype.

("Good... eat.")

JEN

Fala vam.

VILLAGER NO. 2

Yabuka. ("Fruit.")

VILLAGER NO. 3

(To Jen)

Lyepa Kira?

("Kira's a beauty, isn't she?")

JEN

Fala vam.

Jen takes out the Shard and looks at it.

The room full of happy villagers and musicians are

becoming more raucous. Jen talks to Kira over the

noise.

JEN

No. He knew Aughra had the Shard and

he said, "my journey must begin, for

the three suns will not wait." And

that's all, then he died.

VILLAGER NO. 4

Myeela Kirinshka! ("It's our Kira!")

More random shots of peasants having fun.

JEN

How long can we stay here?

KIRA

As long as we want.

Jen is pulled up by Ydra to dance.

YDRA

Vsesleetyee! ("Be happy!")

JEN

Then I don't want to go, ever.

KIRA

What about the Shard?

39 CONTINUED 39

Jen is too busy dancing with the peasants to hear

Kira.

Many villagers dance around the room. The others

watch, clap, and stamp their feet.

Kira and Fizzgig are still sitting at their table.

Fizzgig is whining and growling. Kira sniffs in the

air.

An enormous Garthim claw slashes through the wall of

the pod.

Screams. Panic. Overturned tables.

VILLAGERS

Peripasnoto! ("Look out!")

Garthimnu! ("Garthim!")

Razabaratyee! ("Scatter!")

Detsya! ("The children!")

Garthimnu namadatu!

("It's a Garthim attack!")

Fizzgig screeches and rolls up into a ball.

Pod People stampede in every direction trying to get

away. Some are grabbed in Garthim claws.

VILLAGERS

Eema mulganu! ("Lots of them!")

Haydyem! ("Come on!")

Pomosh pomosh pohmohtchy! ("Help!")

Avo nyepryeeyatyel! ("It's the enemy!")

Kukumenyee! ("We've no chance!")

Huge Garthim enter from all sides, and make for Jen

and Kira.

Jen and Kira realize the Garthim are after them.

They duck behind a table.

A Garthim flings aside tables as it approaches them.

VILLAGERS

Bezumlyee! ("It's madness!")

Brata! ("The door!")

Na brzu ruku, pa redu, evnyeh domu!

("Quickly, one after the other,

get out of the house!")

Jen pulls the Shard from his tunic, holding it like

a knife. He steps in front of Kira to protect her.

35

39 CONTINUED 39

A Garthim claw grabs him by the arm.

Jen stabs at it with the Shard.

The Shard connects with the Garthim claw and rings

with a deep resonant note.

40 EXT. WILDERNESS – NIGHT 40

The Ur pause in their journey as the deep resonant

note rings out across the valley.

41 INT. POD DWELLING - POD VILLAGE – NIGHT 41

The Garthim claw starts to losen its grip on Jen.

He pulls away.

Kira rips a dried seed pod off a string around her

neck. She tosses it into the fire.

The seed pod explodes and fills the pod with dense

white smoke.

VILLAGERS

Nada! Begatyee! ("Now! Run!")

Sa mnyem! ("With me!")

Doklyeh? ("How far?")

Dalyeko! ("A long way!")

Pemerchyeena! ("It's dark!")

Stanyee uzu mnyeh!

("Stand close to me!")

YDRA

Danasukreevyee.

("It is a tribute of blood.")

Jen finds Kira in the smoke, crouched low to the

floor. The feet of the blinded Garthim stagger

randomly in the background.

They clasp hands.

Mindspeech: Image of a door opening to the outside.

The edge of the forest and freedom beckon beyond.

Jen follows Kira through the smoke, crouching close

to the floor, to the little door.

Jen's arm seems hurt. Blood is staining his shirt.

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42 EXT. POD DWELLING - POD DWELLING – NIGHT 42

The doors open and Kira peeks out. Garthim are

grabbing Pod People. Smoke pours out of the

fissures in the side of the pod.

A Garthim turns his back on the little door as he swoops to grab Ydra, Kira's foster mother.

Jen and Kira run from the door across the clearing toward the foliage. Jen's arm hangs bloodied and useless.

The Garthim turns, sees them and starts to pursue.

Jen and Kira duck into hiding at the margin of the forest.

The Chamberlain suddenly appears out of the margin of the underbush and steps between the Garthim and the Gelflings.

He motions the Garthim away.

The Garthim hesitates for a moment, then turns and mindlessly begins to pursue the Pod People again.

Jen and Kira run away into the underbush.

43 EXT. GLADE DEEP IN THE FOREST (GELFLING RUINS) – NIGHT 43

The camera follows Jen and Kira as they scramble through the forest. At last they come to a halt, exhausted, on a mossy bank.

They are scratched and bleeding from their escape.

Jen's arm hangs useless at his side.

KIRA

This is far enough. They'll

never follow our trail through

the wetlands.

JEN

Was that... thing... a Skeksis?

KIRA

Yes. But I don't know why it

saved us from the Garthim.

DC 4D 4/3/81 CONTINUED

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43 CONTINUED 43

Fizzgig pokes his head out of her garments where he

has been hiding and sniffs the air. He hops over to

munch on a flower.

JEN

It's all my fault. I never should

have come. First Aughra's and now

your village. I wish I'd never

heard of this dumb Shard.

Jen plucks the Shard out of his tunic and flings it

away into the darkness. He collapses at the foot of

a tree, holding his arm.

KIRA

Your arm...

JEN

It hurts.

KIRA

Here, this moss has healing powers.

Kira pulls up strips of the moss as Jen curls up and

falls asleep. Kira wraps the moss tenderly around

Jen's arm.

44 EXT. WILDERNESS – DAWN 44

Mystics move onward toward the Castle.

45 EXT. GLADE IN FOREST (GELFLING RUINS) – DAWN 34

The camera moves down through the tree branches to

the Gelflings asleep, Jen nestled in Kira's arms.

A forest creature singing on a branch above them

seems to wake Kira. She looks up at it and smiles.

Jen stirs in her arms and opens his eyes.

JEN

Where are we?

KIRA

We are safe.

Jen gets up and starts to look around. He disturbs

Fizzgig, who is munching on a flower. Fizzgig

snarls up at him.

DC 4D 4/3/81 CONTINUED

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45 CONTINUED 45

KIRA

Quiet Fizzgig.

Jen becomes aware they are standing in the

gracefully beautiful remains of a Gelfling village,

now in ruins.

JEN

What is this place.

KIRA

The houses of the Old Ones.

Jen examines the building.

JEN

(To himself)

I feel something.

Jen sees the Shard on the ground pointing toward an

opening. He walks to the entrance.

JEN

Kira look.

KIRA

I was told never to enter...

She makes a movement to get away, but Jen stops her

with a gesture.

JEN

I have to see them. Come on.

Jen disappears into the entrance.

Kira walks to the entrance, picks up the shard, and

puts it in her pocket.

KIRA

I'm afraid.

45A INT. PASSAGE WAY - GELFLING RUINS – DAWN 45A

JEN

They were Gelfling. Like us.

He strides forward, drawn by some psychic affinity.

DC 4D 4/3/81 CONTINUED

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45A CONTINUED 45A

At the entrance Kira hangs back, torn between her fear and her feeling for Jen. The she scoops up Fizzgig and, clutching him close for reassurance, she follows Jen.

KIRA

How do you know they were Gelfling?

JEN

I feel it.

He walks inside the magnificently wrought main door.

46 INT. GELFLING RUINS - ENTRY HALL – DAY 46

A high vaulted room. Light streams down through huge holes in the ruined roof. Dead leaves and debris litter the floor. Moss and fungus have covered much of the original decor. Fizzgig sniffs around in the corners.

Jen and Kira look around, marvelling at the splendor
of the vanished civilization.
Kira stops at a chair carved from a single mother-
of-pearl snail shell inlaid with filigree designs in
bright metal and gems.
She brushes away some cobwebs and leafmold and sits
in the chair.
Jen smiles and walks into the next room, exploring.
His arm still hangs stiffly at his side, but the
moss which Kira has bound around it with plant stems
seems to have eased his pain.
46T INT. GELFLING RUINS - ENTRY HALL – DAY 46T
The room subtly transforms itself around Kira as she
sits there like a queen. For an instant it glows
with the sounds and the shadows of its former glory,
until Jen punctures the moment with a shout from the
next room.
JEN'S VOICE
Kira! Come look at this!
She rises and hurries from the room and the vision
fades abruptly. Fizzgig follows.
DC 4D 4/3/81

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47 INT. GELFLING RUINS - ROOM OF THE FRESCOES – DAY 47

The walls are covered with pictures of carefree
Gelflings in noble costume at work and play. They
could be Jen and Kira's ancestors.
Jen and Kira stare a long time at the paintings,
drinking in this glimpse of a lost golden age.
Then they move on to scenes of war: Garthim attacks
on helpless Gelfling villages. Gelfling warriors
fighting back.
Then the Castle: three suns in concentric circles
overhead. Light shines down onto the Crystal.
A strange kind of creature, part Ur, part Skeksis,
circles around the Crystal.

JEN

I saw this in the Shard.

The next panel shows the Crystal with a hole in it,
and a shard to fit the hole, beside it.
Two lines of creatures walk away from the Crystal in
opposite directions: the Ur and the Skekses.

JEN

Look. It's my Shard.

Kira holds his Shard up against the painting. The resemblance is perfect. She offers the Shard to Jen.

He pauses a moment, staring at it and then quietly takes it and smiles at Kira.

She points to some runes at the bottom.

KIRA

What are those funny marks?

JEN

That's writing. Can't you read?

KIRA

No one ever taught me.

Jen tucks the Shard back into his tunic and bends down to read.

47 CONTINUED 47

JEN

My Master taught me. It says:

'When single shines the triple sun,

What was sundered and undone,

Shall be whole, the two made one,

By Gelfling hand, or else by none.'

Fizzgig looks up from sniffing the corner of the

room and starts making ferocious noises.

A shadow falls across the two Gelflings. They turn.

KIRA

Jen, Skekses.

The Chamberlain appears in a doorway, smiling at

them.

CHAMBERLAIN

Prophecy...

Fizzgig turns coward at the sight of the Skeksis and

flees to safety behind Kira.

Kira dives for an opening in the far wall.

CHAMBERLAIN

Ssstay! Am friend. Friend to

Gefflinkh. I save you from

Garthim. Am I enemy?

JEN

I have heard Skekses kill Gelflings.

CHAMBERLAIN

Ssstupid prophets say Gefflinkh end

Skeksisss power. Skekses afraid.

Bad missstakes. My people fear

Gefflinkh. Yess.

JEN

What do you want with us?

KIRA

Don't listen, it's a trick.

CHAMBERLAIN

Pleasse listen. Come with me to

Casstle. You will ssee. I show

brothers you want peace and will

not harm us... Please.

DC 4D 4/3/81 CONTINUED

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47 CONTINUED 47

The Chamberlain beckons to Jen. Jen takes a few

steps toward him.

JEN

Why should we trust you?

CHAMBERLAIN

Tired of killing, tired of fear.

I am outcasst. If I bring peace,

I am outcasst no more.

Come with me...

JEN

If I come with you and make peace,

the Garthim attacks will stop?

The Chamberlain reaches out his hand in friendship.

CHAMBERLAIN

Yes. Garthim control by Crystal

in Skekses Castle. Peace bring

end to ssslaughter.

JEN

What is this Crystal?

The Chamberlain steps closer to Jen.

CHAMBERLAIN

Crystal in centre of Skekses Castle,

Source of Skekses power. I'll show

you. Come... pleassse... make peace.

JEN

Yes, I want peace...

Kira dashes out between Jen and the Chamberlain.

She looks directly in his eyes.

KIRA

Jen!

Jen looks around the room, then at Kira, at the wall

paintings, and at the Chamberlain.

JEN

Peace, the right kind of peace.

I know what it is.

The Chamberlain steps forward with open arms.

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CHAMBERLAIN

Come... pleassse... you will see.

Kira and Jen dash out a breach in the wall.

The sound of escaping Gelfling footsteps, from the

room beyond, echoes in the room of the frescoes.

CHAMBERLAIN

Come back! Little ones!

Want peace... Peace.

He hangs his head dejectedly.

48 EXT. HILL IN A CLEARING – DAY 48

Jen and Kira emerge from the brush cautiously.

Fizzgig peeks out of Kira's garments.

JEN

(To himself)

Master was right after all.

(To Kira)

How do I get to the castle?

KIRA

I'll show you.

She calls out in a strange insect-like series of

chirps and clicks.

Three Landstriders emerge from the foliage and

gallop toward the Gelflings.

Kira turns to reassure Jen.

KIRA

Don't be afraid. They'll take

us. They hate the Skekses.

Kira walks to the crest of the little hillock and

talks to the Landstriders.

JEN

The castle will be dangerous...

KIRA

I was alone too long.

I cannot leave you.

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48 CONTINUED 48

They look in each other's eyes for a moment of

commitment and total understanding.

JEN

All right. Together then.

Kira steps off the crest of the hillock onto the

back of the biggest Landstrider.

KIRA

Climb up.

Fizzgig sets up an incredible commotion on the

ground.

Jen start to struggle up onto the back of the other

Landstrider.

KIRA

(To Fizzgig)

Not you, little big mouth.

Fizzgig refuses to be left behind. He starts to

bounce up and down. He bounces higher and higher.

Finally he is at Kira's height on the peak of his

bounce. She laughs and grabs him.

KIRA

All right. Come with me.

Jen looks uneasily at the Landstrider.

JEN

The prophecy didn't say anything

about this.

KIRA

Prophets don't know everything.

Kira clicks to her mount and they are off, running

through the forest at incredible speed. She calls

back to Jen.

KIRA

Hold tight. They go fast!

JEN

I already figured that out!

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49 INT. CASTLE - CHAMBER OF LIFE – DAY 49

In a laboratory deep underground, the Skeksis

Scientist removes a squirming peasant, with black

snapping eyes, from a wicker cage.

He inserts the peasant in a kind of clamp against

the stone wall, and then pulls a lever.

A portal opens in one wall revealing a vertical

shaft with a beam of energy running through the

center.

A fragment of crystal on the end of a long rod protrudes into the beam, and a ray of purple light is refracted into the laboratory... directly into the peasant's face.

The peasant stops squirming.

A crackling force field flows from the peasant's fingertips onto a metal rod, where it condenses into thick oily droplets and runs down into a small jewelled flask below.

The General enters with the High Priest.

The Scientist bows low and ushers them to the apparatus as the camera follows, revealing:

The laboratory is full of cages, with maimed and tortured creatures of all kinds inside, the fruit of cruel experiments.

The peasant's eyes are now milky and staring. He seems weak and without will.

The scientist releases the peasant, who walks meekly to join a group of other new-made slaves standing against one wall.

The General takes the jewelled flask that has been collecting the droplets. He drains the liquid and

smacks his lips. He begins to change, from the

wrinkled old veteran, to a younger, more vigorous,

almost handsome version of himself.

He stares into a mirror on the wall with pleasure

and immense vanity.

Then the transformation fades, as suddenly as it

began.

DC 4D 4/3/81 CONTINUED

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49 CONTINUED 49

The General groans with disappointment. He breaks

some of the glassware and storms out.

50 EXT. HILL - A DISTANCE FROM THE CASTLE – DAY 50

The Landstriders crest a hill, revealing for the

first time to the two Gelflings the immense towering

castle.

Jen looks up at it with awe.

KIRA

Look!

Kira points down at the foot of the hill.

The Garthim raiding party is preparing to enter the long trachea-like entrance tube that crosses over the deep ravine surrounding the castle.

JEN

The ones who raided your village.

Kira clicks to her mount and her Landstrider charges downhill, running full speed toward the Garthim.

Jen, left behind for a moment, quickly follows on his mount.

51 EXT. CASTLE - ENTRANCE TUBE AND RAVINE – DAY 51

The captives from the pod village are being carried in a wicker cage. One of them, Kira's foster mother, sees the two Gelflings charging down the hill at them. She cries out.

The Garthim turn just as Kira's Landstrider attacks the Garthim with the wicker cage.

Kira's Landstrider zaps the Garthim. The cage is dropped on the ground, where it rolls toward the edge of the abyss.

Kira's Landstrider turns and prepares to attack the Garthim again, but is hamstrung from behind and

knocked down by another Garthim.

Kira is thrown free as the Landstriders and Garthim roll over in the background. Fizzgig is beside her, whining cravenly.

DC 4D 4/3/81 CONTINUED

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51 CONTINUED 51

Jen's Landstrider arrives to help the first. Jen jumps down beside Kira.

Kira points to the wicker cage, full of wailing Pod People.

Jen runs over to the cage and tears at the tough wickerwork with his fingers. Inside, the Pod People moan and cry. He undoes the leather thongs binding the wicker joints.

Kira joins him, and soon several prisoners squeeze out of the cage and scramble away to safety. But the gap is too small to allow all of the out.

Kira's foster mother, Ydra, is still trapped inside.

The Landstrider is wrestled to the edge of the cliff by the Garthim. Jen and Kira dodge away from the

thrashing limbs.

The Landstrider and the Garthim roll over the cliff and go crashing down to the bottom of the ravine.

The Garthim turn on the other Landstrider, which sinks from sight under a horde of assailants.

The Garthim turn and head for the two Gelflings.

Jen steps in front of Kira, holding the Shard out like a dagger. Fizzgig whimpers on her shoulder.

Just as the Garthim loom over them, Kira grabs Jen and jumps into the ravine.

To Jen's amazement they don't fall: Wings unfold from under Kira's costume and support them as they flutter down to the bottom of the canyon like an elm seed.

The Garthim mill around aimlessly on the edge of the precipice above, their prey escaped.

52 EXT. BOTTOM OF RAVINE – DAY 52

Jen and Kira and Fizzgig land softly on a pile of debris that the Skekses have thrown into the abyss.

Kira folds her wings and lets go of Jen. In the background lie the bodies of the Garthim and Landstrider.

DC 4D 4/3/81 CONTINUED

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52 CONTINUED 52

JEN

How did you do that?

KIRA

Ages ago we could fly, not just

flutter to the ground. Didn't

those Mystics teach you anything?

She feels the two hard lumps on his back.

A giant scavenger worm crawls over from the other

side of the debris pile and roars at them.

Fizzgig shrieks and dives into Kira's clothes.

Kira makes shooing motions at the creature.

KIRA

Get away!!

(To Jen)

It's just a scavenger worm.

They're harmless.

JEN

We'd better find a way up into

the Castle before the Garthim come.

Kira picks her way across a pile of garbage. Jen

follows, looking over his shoulder warily, but the

scavenger doesn't attack.

They walk along the base of the sheer cliff walls.

There seems to be no way back up.

They round a curve in the wall and come face to face

with a gargoyle face that glares at them from the

rock wall. It seems to be carved out of the

foundation stones of the Castle. Fizzgig ducks back

inside Kira's clothes with a squeak of fear.

Through the teeth of the gargoyle trickles a foul

sewer outlet from the Castle.

JEN

The teeth of Shkreesh...

'Give entrance to one who

has his ear...'

The Skekses told us... remember.

KIRA

We don't want to go in there, do we?

DC 4D 4/3/81 CONTINUED

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52 CONTINUED 52

JEN

I don't want to do any of this,

but I have to.

He crawls in through the teeth.

Kira shudders, backs away from the hole for a second

look over her shoulder, and follows him in.

52A EXT. EDGE OF CLIFF AT CASTLE – DAY 52A

High above them on the edge of the cliff, the

Chamberlain looks down at them and smiles.

53 EXT. WILDERNESS - STONE MONOLITHS – DAY 53

The Mystics walk along slowly beside the line of

standing stones. In the sky, the three suns edge

closer together.

54 INT. CASTLE - SEWER TUNNELS – DAY 54

Jen and Kira stumble along in the dimly lit

labyrinth. They pass side tunnels and branching

conduits. Strange slimy stalactites hang from the

tunnel roof. One of them takes a bite at Fizzgig

as they pass.

The Gelflings stop at the intersection of the three

tunnels.

JEN

Anyone of these might lead

us to the Crystal. Which one

would you choose?

KIRA

I want to go back. I smell

death here. I don't want to

die in the dark.

JEN

It's too late to go back.

KIRA

All right. This one.

They turn to go up the central tunnel.

The Chamberlain steps into the tunnel head and walks

toward them.

CHAMBERLAIN

I knew you would come.

We make peace... Yes.

Fizzgig leaps away from Kira's shoulder and goes

bouncing off down the tunnel.

CHAMBERLAIN

Pleasse... come with me... pleasse.

The Chamberlain grabs Kira and then Jen and starts

dragging them up the tunnel.

CHAMBERLAIN

We must go now or it will be

too late.

Jen draws the crystalline Shard out of his tunic.

He holds it like a dagger.

Jen plunges the Shard into the Chamberlain's arm

with all his might.

The shard enters the Chamberlain's arm with a

blinding flash and a low rumbling concussion.

The Chamberlain lets go of Jen and is momentarily

stunned as if by lightning. Jen drops the Shard.

The Chamberlain cries out in pain at his wounded arm.

55 EXT. WILDERNESS – DAY 55

The Mystics are in a long single file. Moving toward the Castle in the distant background. They all look suddenly at one of their number, who raises an arm, freshly wounded, in the exact way as the Chamberlain's arm. Three suns draw closer together above the mountains.

56 INT. CASTLE - SEWER TUNNELS - DAY 56

The Chamberlain reaches up with his wounded arm and grasps a beam supporting the roof of the tunnel. With a single heave he pulls down the beam and triggers a cave-in.

56 CONTINUED 56

Rocks and stones fall on top of Jen, burying him completely.

Kira cries out in horror as the Chamberlain drags

her off along the tunnel, up towards the Castle.

Fizzgig bounces along behind them, following loyally.

Kira sees him and calls out desperately.

KIRA

Fizzgig! No, go back.

Fizzgig disobeys at first, but finally stops,

whimpering softly, and watches her disappear with

the Chamberlain.

56A INT. CASTLE - CORRIDOR – DAY 56A

Two Skekses are walking down the corridor when the

Chamberlain appears out of the tunnel entrance with

Kira. They react violently and run ahead to the

Council Chamber, screeching.

57 INT. CASTLE - COUNCIL CHAMBER – DAY 57

The Chamberlain enters triumphantly, dragging Kira

toward the throne. The other Skekses gasp with

astonishment.

They rush over to examine this wonder. A live

Gelfling.

The General looks down suspiciously from the throne

at his former rival.

The Chamberlain bows humbly and submissively to him,

and starts talking rapidly and pointing to Kira.

The High Priest interrupts, points at Kira and

screeches the death sentence:

HIGH PRIEST

Kelfinkhh Krakweekah!

('Kill Gelfling! Now!')

He draws a claw across his throat in an unmistakable

gesture.

The Chamberlain protests.

DC 4D 4/3/81 CONTINUED

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57 CONTINUED 57

The Scientist whispers something urgently in the ear

of the General.

The High Priest leans over Kira with a drawn dagger

in his hand.

The General steps down from his throne and confronts

the High Priest.

GENERAL

Kelfinnkkhh na Rhakhash!

('Gelfling goes to Chamber of Life!')

The High Priest snarls and hisses defiantly at him, then sheathes his dagger and slinks away.

The Chamberlain continues to implore the General.

The General cuts him off and gestures to the Scientist, who drags Kira off to the Chamber of Life.

Then the General turns and places the Chamberlain's old insignia of office back on him. The Chamberlain bows humbly.

The other Skekses cry out with a harsh salute.

58 INT. CASTLE - SEWER TUNNELS – DAY 58

Fizzgig cautiously approaches the pile of rubble under which Jen lies buried.

He sniffs at a pale lifeless hand extending from the mound. The hand does not move. Fizzgig digs for a moment.

Then Fizzgig sits down patiently and waits beside the hand.

59 INT. CASTLE - CHAMBER OF LIFE – DAY 59

The Scientist straps Kira into a holding device against one wall. Then he pulls the lever which opens the portal onto the shaft.

The beam of light shines directly into her eyes.

She struggles and cries out. The vital force begins

to drain from her fingertips into the jewelled flask.

DC 4D 4/3/81 CONTINUED

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59 CONTINUED 59

Aughra is visible in the background, sitting blinded

in a golden cage.

Kira's eyes begin to cloud. She cries out.

KIRA

Jen! Help me!

59A INT. CASTLE - SEWER TUNNELS – DAY 59A

Jen stirs under the pile of rock, frightening

Fizzgig. His hand comes alive and begins to claw

rocks off of himself.

Jen's face becomes visible.

JEN

Kira! Fight them. Don't...

Jen sits up slowly, pushes rocks away and looks

bewildered.

59B INT. CASTLE - CHAMBER OF LIFE – DAY 59B

Kira is still transfixed in the beam of light.

KIRA

Jen! Jen!

Aughra calls out from her golden cage across the

room.

AUGHRA

Call out, Gelfling. You have powers.

Use them. Help is all around you.

Kira hears and looks around the laboratory. She

sees the dozens of imprisoned creatures watching her

through the bars of their cages. She begins to cry

out in all the tongues of the animals of the wild.

The Scientist is startled. He looks around

nervously at all the cages. He bangs against some

of the bars with a stick.

The animals begin to cry out in answer to Kira's

plea for help. The laboratory echoes with screeches,

yowls, and squawks.

Aughra cackles with delight in her cage.

59B CONTINUED 59B

AUGHRA

Yes, all together at once.

Free. They can be free!

Tell them, Gelfling.

Kira redoubles her cries. The Scientist tries to cover her mouth with his clawlike hand, but she bites him.

The animals fling themselves against the bars of their cages with growing frenzy. The cages begin to break under the concerted assault.

Singly at first, then in dozens, the imprisoned creatures break out and jump down to the floor.

Those who can fly, circle around the Scientist feinting and jabbing at his eyes.

Others attack his feet and trip him.

The Scientist backs toward the portal knocking the machinery askew that shines the beam of light onto Kira's face.

The animals back the Scientist to the edge of the portal. He teeters on the brink and then falls down

the shaft toward the lake of fire.

59C EXT. WILDERNESS – DAY 59C

The long line of Mystics trekking across the

landscape does not pause, as one of their number

suddenly bursts into flame and is reduced to ashes

in a second.

59D INT. CASTLE - CHAMBER OF LIFE – DAY 59D

The freed animals smash the remaining cages and

apparatus.

Kira struggles to free herself from her bonds.

Aughra calls out to her from her cage.

AUGHRA

Good work, Gelfling. But

too late. Too late.

KIRA

What do you mean?

AUGHRA

Great Conjunction comes.

Skekses get such power... no one

can fight them. All is lost.

Unless... you have the Shard?

Kira shakes off the last of the golden chains and

crosses to Aughra's cage to free her.

KIRA

Jen has it. How do you

know about the Shard?

AUGHRA

My Shard. If Shard be put back

before Conjunction, then Crystal

be healed... Skekses fall.

KIRA

When is the Conjunction?

AUGHRA

They took my eye, but inner

eyes still see sky. Very soon

three suns begin to touch.

KIRA

I've got to find Jen.

She swings open the gate of Aughra's cage, Aughra

remains inside.

Kira runs out of the Chamber of Life. Aughra nods

sagely and mutters to herself.

AUGHRA

Go Gelfling. Go find your

friend. And also death.

60 INT. CASTLE - UNDERGROUND TUNNELS – DAY 60

Jen proceeds cautiously, checking side tunnels to

avoid possible flank attacks.

Behind him Fizzgig stops and begins to bounce up and

down and squeal noisily. Jen turns with annoyance.

JEN

Quiet, we've got to be

careful down here.

60 CONTINUED 60

Jen takes one more step and falls through a trapdoor.

61 INT. CASTLE - BLACK PIT – DAY 61

Jen lands on a rough stone floor.

JEN

Owww.

Jen takes out the Shard and holds it up, casting a faint glow in the dark chamber. Dark shapes can dimly be seen lining the walls.

An ominous clicking sound begins.

Fizzgig whimpers with fear from up above where he is peering down through the hole in the ceiling.

JEN

Uh-oh.

Glowing purple eyes blink on one by one in the darkness.

JEN

Garthim!

The whole nest of Garthim come to life and advance on Jen.

Jen holds the Shard out like a sword and charges the nearest Garthim with a wild yell.

Two Garthim lunge for Jen and crash into each other. They stagger apart from the blow and Jen ducks in between them. They try to turn around, but crash into other Garthim in the confined space. The two Garthim topple sideways, and other Garthim swarm

over them to get at Jen.

Jen stands at bay with his back to the wall holding out the Shard like a sword.

Jen ducks as a huge Garthim claw snaps at him. The claw misses his body and closes on the hem of his tunic.

Jen is snatched into the air. His garment rips, and Jen flies across to the other side of the narrow chamber.

DC 4D 4/3/81 CONTINUED

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61 CONTINUED 61

Jen bounces off the wall and lands on the back of another Garthim.

Jen's Garthim wheels and twists in vain trying to reach the Gelfling on his back or to shake him off.

The other Garthim swarm toward him, colliding and smashing into each other. The biggest of the Garthim aims a hammer blow of his claw at Jen and hits the rock wall of the chamber instead.

The wall cracks and a dim glow filters in through the fissure.

Jen sees his chance and leaps for the crack in the wall. Jen hangs suspended from the crack by one hand.

The Garthim converge on him.

Jen heaves himself up and into the hole. Heavy blows rain on the wall behind him enlarging the hole.

Jen scrambles through the crack, toward the light, pursued by a snapping Garthim claw.

62 INT. CASTLE - SHAFT – DAY 62

Jen looks out of the crack into a huge vertical shaft. Far above floats the Dark Crystal. Below is the Lake of Fire. He puts a hand into the purple glow in the center of the shaft. The hand starts to smoulder, and Jen jerks it back with a wince of pain.

A garthim claw jams itself out far enough to grab at Jen.

Jen scrambles into the shaft, holding onto the rough stonework with his toes and fingers. He hugs the wall to avoid the burning purple glow.

Garthim claws smash out of the hole and snap at him,

as he dangles precariously on the wall of the shaft.

63 EXT. CASTLE APPROACH – DAY 63

The Mystics travel in a long slow line across the hill to the Castle. Overhead the three suns form an equilateral triangle.

64 INT. CASTLE - SHAFT – DAY 64

Jen inches steadily upward. He looks down at the Garthim, far below now, and almost loses his grip from vertigo. But he steadies himself and with the last of his ebbing strength, he muscles up to the portal leading into the Chamber of Life.

64A INT. CASTLE - CORRIDOR AT SEWER TUNNEL ENTRANCE – DAY 64A

Fizzgig wanders alone through the corridor, lost and whimpering. A castle insect scurries across his path. Fizzgig squeals in fright and flies in the opposite direction.

65 INT. CASTLE - CHAMBER OF LIFE – DAY 65

A mess. Cages hang open. Straw litters the floor.

A few stray maimed creatures still hop or flutter

about in the corners.

Aughra squats on the table fumbling blindly around

for her eye.

Jen heaves himself up into the Chamber of Life, and

sees her.

JEN

Aughra! I thought you were dead.

Aughra finds the box containing her eye. She pops

it in as she talks.

AUGHRA

No time. No time. When

single shines the triple sun...

JEN

Kira?

Aughra nods and points upwards.

AUGHRA

She seeks you above. Your fate,

and hers, beside the Dark Crystal.

Jen dashes out the door without stopping to thank

her.

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66 EXT. CASTLE ENTRANCE - ENTRY TUBE – DAY 66

The long procession of Mystics reaches the entry tube. Lined up across the entrance is a solid wall of Garthim, their claws bristling outward like spears.

The Mystics do not seem perturbed. They chant a nine-toned chord and the Garthim withdraw to a rest position. The Mystics push past them and enter the tube.

Overhead the three suns draw closer together, almost touching.

67 INT. CASTLE - CRYSTAL CHAMBER – DAY 67

Jen appears on a high balcony. He stops in awe at the sight: The vast hall completely deserted and

the Dark Crystal floating above the deep shaft. The Shard in his hand is glowing with cold white fire.

The flaw in the Crystal seems to glow with longing for its absent fragment.

The triangular portal in the great dome is open.

Three suns are poised at each vertex.

68 INT. CASTLE - CORRIDOR – DAY 68

Kira creeps along the hall hiding in niches and behind tapestries. She hears something and ducks out of sight.

The Skekses march solemnly past wearing their ceremonial robes for the Ceremony of Power. They look neither to the left nor to the right, but mumble a barbaric chant.

Kira emerges from hiding and follows warily.

69 INT. CASTLE - CRYSTAL CHAMBER – DAY 69

Jen, still looking at the Dark Crystal, hears the Chant of the approaching power ceremony. He drops to the middle balcony and hides himself.

All the Skekses enter in their Robes of Power.

They move to their positions and start the ceremony.

DC 4D 4/3/81 CONTINUED

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60

69 CONTINUED 69

The General and High Priest notice the Scientist is missing. They exchange glances.

Kira enters on the balcony opposite Jen's hiding position. She is haggard and aged.

Jen sees Kira and is shocked by her appearance. He signals her. They talk by sign language and gestures about what has to be done.

Fizzgig enters on Kira's balcony, making a huge racket. Kira tries in vain to quiet Fizzgig. The High Priest signals to stop the ceremony.

HIGH PRIEST

Garthim! Kelflinkh!

Gathim enter the balconies and try to catch Kira and Jen. Kira distracts them for a moment. Jen takes advantage of the general turmoil. He takes out the Crystal Shard, looks down into the pit of fire, and leaps toward the Dark Crystal. He lands at the top

and scrambles for a good hand-hold to keep from slipping.

The Shard slips from his grasp and spins downward toward the shaft.

Kira cries out with despair.

The Shard lands poised on the lip of the shaft and hangs there.

The High Priest sees the Shard and the terrible realization hits him how the Prophecy can be fulfilled. He shrieks a command.

HIGH PRIEST

Klakk smaithhh Skwee Kreh!

('Grab that Shard!')

All the Skekses lurch toward the Shard. Kira leaps down from the balcony on fluttering wings.

The General's hand picks up the Shard. Fizzgig enters and grabs the General's arm. The General drops the Shard and shakes Fizzgig off into the Crystal fire pit. Fizzgig screams.

DC 4D 4/3/81 CONTINUED

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69 CONTINUED 69

Kira snatches the Shard just before the High Priest

does.

She reacts to Fizzgig going into the pit.

The Skekses shrink back from Kira, who menaces them

with the Shard.

Jen calls out to her.

JEN

They're afraid.

Kira turns slowly around, surrounded by a circle of

Skekses, holding them off with the Shard like a

knife-fighter.

The High Priest makes a move toward her while her

back is momentarily turned.

JEN

Look out!

Kira whirls and slashes at the High Priest, nearly

wounding him.

70 OMIT

71 INT. CASTLE - HALL OF CRYSTAL – DAY 71

The Chamberlain approaches Kira, his hand

outstretched.

CHAMBERLAIN

Gif me the Shard, Gelffinnkhh,

and you go in peace.

KIRA

No.

The three suns touch in the center of the triangle

above. Jen calls down to the Chamberlain.

JEN

Don't harm her. Let her go.

You can have the Shard.

Kira turns and holds the Shard up toward Jen.

71 CONTINUED 71

KIRA

No. Jen, heal the Crystal.

JEN

Don't. They'll kill you.

She tosses the Shard up to him in a high slow arc

and gives him a smile of love and farewell.

Jen screams an inarticulate cry of despair.

The High Priest stabs Kira from behind.

Jen catches the Shard with an automatic reflex and,

stunned, he watches Kira sink to the floor, dead.

The Skekses turn toward Jen.

Jen looks down at the Shard in his hand, turns and

raises his arm to drive the fragment deep into the

flaw of the Crystal.

Suddenly from above, a brilliant shaft of light

comes flooding down from a hole in the ceiling,

bathing Jen and the Crystal in an envelope of

blinding brightness.

The three suns are aligned in three perfectly

concentric circles. The Skekses recoil from the

intense radiation.

Jen pauses for an instant... and plunges the Shard

into the Crystal.

The Crystal emits a brilliant high-pitched sound like a celestial bell. A flash knocks Jen to the floor.

The Skekses cover their ears in pain at the sound.

The Dark Crystal clears to a lucid transparency revealing a deeply cracked and fissured interior.

Then the cracks begin to heal themselves and disappear as the Crystal returns to its original perfection.

Jen crawls to the lifeless body of Kira. He cradles her in his arms, sobbing with grief, oblivious to the awesome changes he has brought about in the Crystal.

Laszlo

Well-Known Member

Joined	Nov 23, 2004
Messages	892
Reaction score	24

Sep 28, 2013

#5

71 CONTINUED 71

The High Priest looks at a Garthim beside him as its claws fall off and the burning purple coals of its eyes are snuffed out to darkness.

Garthim fall apart all around the Hall of the Crystal. Their claws and armor plates fall to the floor with a mettalic clatter. Once the armor plates have fallen away, there is nothing left of the Garthim.

Choir slaves stand up and murmur in confusion as their milky eyes darken and return to their original color, their free will returned. They look around themselves with a wonder like awakened dreamers who find that reality is more strange than their dream.

72 INT. CASTLE - DAY 72

The entire Castle begins to reverberate with a low rumble of almost subsonic pitch. The ugly encrustations from centuries of Skeksis residence begin to fall and melt away, revealing a beautiful

crystalline structure beneath.

73 INT. CASTLE - THE CHAMBER OF LIFE – DAY 73

The room shakes, as if in an earthquake. The doors of the empty animal cages swing open and shut, clanging noisily. What apparatus was left standing after the revolt falls over and smashes.

Aughra hobbles from her cage to the door, greatly exited.

AUGHRA

The Great Conjunction!

At last!

Fizzgig squeals. Aughra turns and sees him clinging to the rod in the shaft.

74 INT. CASTLE - CRYSTAL CHAMBER – DAY 74

The Mystics enter. No longer doddering wizards but now like a conquering army.

They give voice to a mighty cry: Eight tones of truth and majesty piled into an irresistable chord of power.

74 CONTINUED 74

The Mystics form a circle about the Crystal.

The Skekses scatter to the periphery of the room in terror.

The Mystic, Ur-Zah, raises his hand in a gesture of power... or is it acceptance?

Beams of light shoot out of the Crystal, transfix the eight Mystics, and continue through their bodies to impale the eight Skekses ranged around the edges of the room. The Skekses seem paralysed.

Slowly and ineluctably the Skekses are dragged toward the Mystics, who have begun to chant and move their bodies in a swaying hypnotic rhythm.

Aughra peeks into the room from the balcony, panting and wheezing. It has been a long climb from the dungeon, but she wouldn't miss this for anything.

Fizzgig sits on her shoulder, chattering.

Jen calls out to her from where he is bent over Kira's corpse.

AUGHRA

"What was sundered and undone,

shall be whole, the two made one."

Aughra points to the circle of Mystics and Skekses.

Jen looks up, shields his eyes with his hand. The light in the room has become too intense to see clearly.

The Skekses are being drawn into the bodies of the Mystics and merging with them, until the two races join and form some new kind of creature.

One by one the newly formed creatures are drawn into the Crystal on beams of light and then shot out the other side into another dimension.

The final remaining creature pauses and looks down at Jen. A voice speaks inside Jen's mind as he looks up into the wise gaze of the figure towering above him.

74 CONTINUED 74

VOICE

Gelfling. You have freed us
from the chains of the world.
We now may pass to the next
world. Rejoined. In the form
we had when we were born.
Now we return your favor.

JEN

Who are you?

The creature reaches down and touches Kira's
shoulder.

Jen looks down at Kira. Her eyes are fluttering
open. Her wound is healed.

The creature dissapears through the Crystal after
the others. The room is filled with silence.

Kira sits up, opens her eyes, embraces Jen and they
watch the Crystal.

The three suns move out of their position above and
the Great Conjunction is over for another thousand
years.

The camera moves into the Crystal revealing various happy images of the characters and the end titles.

CRYSTAL?

THIRD REVISION SHOOTING SCRIPT

19/6/81 -- REVISED 22/4/81

DC 4D 4/3/81

1 SKY - DAY – STORM

The sky. A sky like we have never seen before, boiling with angry clouds, rippling with electrical discharges and unearthly lights. A storm that is almost alive.

2 LANDSCAPE - DAY – STORM

We look down at an unfamiliar landscape: mountains, deserts, rivers, forests, huge craters, and ravines. As we move across this alien landscape, a pattern becomes apparent: a kind of line links certain features together. Suddenly a distant flash on the horizon sweeps toward us along this line in a surge of energy, leaving a dying glow on the ground for an instant behind it.

3 LANDSCAPE - SKEKSES CASTLE – STORM

We follow this surge along its line toward a dark,

ominous castle, set on a bare, lifeless escarpment, where several of these energy lines converge. The castle seems to be drawing energy from the earth in opposition to the raging heavens above it.

4 INT. CASTLE - CRYSTAL CHAMBER - DAY – STORM

We move inside the castle, a vast and ancient edifice of grotesquely carved stone and wood. Through a triangular portal, high in the dome of the central room, a shaft of light shines down directly onto a huge Dark Crystal, which hangs suspended over a deep shaft.

The light is refracted into ten beams which shoot out of the Crystal into the large ceremonial room. Standing motionless, bathed in the radiance of the beams of light are nine Skekses, wearing their finest ceremonial robes.

One place is vacant, and the beam shines onto a dias in front of a long silken drape suspended from high in the dome.

The other Skekses eye the vacant place uneasily as they stand motionlessly in their beams of light.

Worked into the embroidery in the silken drape are

the symbols of royalty. This is the emperor's

place, but he is not there to participate in the

ceremony.

5 INT. CASTLE - CRYSTAL CHAMBER - TRIANGULAR PORTAL IN

ROOF - DAY

The shaft of light diminishes as the single sun

moves out of the portal. The ceremony is over.

6 EXT. SKEKSES' CASTLE – DAY

The camera pulls away from the Castle. The storm

seems to be dying. The fissure in the clouds, that

had revealed the single sun overhead, closes up.

A strange batlike thing, with a glinting crystal in

its claws, circles past.

7 EXT. MYSTIC VALLEY – DAY

In the distance is the castle with the storm

threatening around it. But here the air is clear.

Below a circle of grotesque peaks rim a circular

valley.

The camera pans down to reveal a tracery of tiny

waterfalls running down the circle of peaks and into

pools in the valley.

8 EXT. MYSTIC VALLEY - POOL – DAY

The camera follows one waterfall as it turns into a stream and runs down into a series of small pools.

The camera moves into a tighter shot of the water.

A body is swimming gracefully under the water.

The head of Jen the Gelfling bursts through the surface of the water.

And he climbs up onto the bank. In the background ominous flickerings herald the approaching storm.

Jen picks up a strange two-pronged flute he has left on a flat rock beside the pool. He sits down at the edge of the water and begins to play a haunting double melody on his flute.

A small wary scampering creature pricks up its ears at the first notes.

Jen plays an oddly muffled note. He frowns, taps his flute on the rocks as if to clear it, and then blows the offending note with a loud piercing shrillness.

9 EXT. MYSTIC VALLEY - POOL – DAY

A large four-armed Mystic suddenly rears up behind Jen. There is a flash of lightning and a rumble of distant thunder. The Mystic towers over Jen, but

Jen does not seem afraid.

JEN

Pardon, Ancient One.

I did not mean to disturb you.

The Mystic speaks with long pauses, as if summoning

up his ancient wisdom. (His people call themselves

the Ur, which means "old and wise" in their tongue.)

MYSTIC

To mean is not to do.

To make a sound

Is to trouble the roots of silence.

To play the flute

Is to make a slave of air...

Jen turns away impatiently.

JEN

I know. You told me that before.

The Mystic cocks his head as if listening to a

distant sound. Jen plays a delicate figure on his

flute, bored by the pause.

MYSTIC

In your cave there is one who has

need.

JEN

My master?

Jen doesn't wait for a reply, but reaches for his

clothes.

The Mystic seems not to have heard the question. He

looks up at the sky. The storm is getting closer.

MYSTIC

The storm comes.

But does no harm to one who runs.

Jen pauses for a moment as the meaning sinks in.

Then he turns and starts to go past the MYSTIC

toward his home cave --- just as the first fury of

the storm breaks on the valley.

Rocks and pebbles are blown past Jen as the wind

rips into the walls of the valley and turns the

waterfalls into wild plumes of spray.

10 OMIT 10

11 EXT. MYSTIC VALLEY - CAVE CIRCLE - STORM - DAY 11

Jen runs up a spiral pathway toward his Master's

cave. Three Mystics are watching the storm and

talking. They move apart to let Jen through.

Jen runs past a Mystic cave, its entrance decorated

with runes carved into the rock. The Mystic inside sticks his head out and follows Jen with his gaze.

Jen approaches his home cave. It is larger and the runes more elaborately carved than the others. He pauses at the entrance. Behind him the storm lashes the peaks of the valley.

12 INT. MYSTIC'S CAVE - MYSTIC VALLEY – DAY 12

Jen enters the cave. He walks past a Gelfling-size bed carved into the rock toward the rear of the cave, where his Master lies draped across a sleepframe.

12 CONTINUED 12

The Mystic's head is in an awkward position and his eyes are glazed over.

Jen crosses quickly to the Master's side.

JEN

Master, what is wrong?

The Mystic's breathing is labored and noisy. He looks up at Jen and seems to recognise him dimly as

if through a cloud. He beckons weakly for the

Gelfling to come closer.

MASTER

I was born.....

Under a Shattered sky.

JEN

Master, please, it's me, Jen.

MASTER

A castle sang... To the Three made

One. The rule of the Skekses has

brought forth... pain, and taste of

woe fills the dark waters.

Jen is bewildered and upset by this pointless raving.

JEN

You are ill. You must rest.

His master silences him with a gesture of one hand,

and continues, seeming to summon his last reserves

of strength.

MASTER

On High Hill, watching the Heavens,

Sits the Dome of Aughra, keeper of

secrets.

The Mystic passes his hand over a basin of liquid

beside him and the liquid forms itself into the

shape of a mountain on top of which is a curious

domed house: the house of Aughra.

MASTER

A Wanderer may come...

From under the Mountain bringing

Murder and birth...

JEN

Master, I don't understand.

12 CONTINUED 12

The Mystic interrupts him, and passes his hand over

the basin of liquid again. An image of a Crystal

Shard appears.

MASTER

Mark well this orphan Shard.

An orphan must restore it

To its rightful place.

Heal the Wound at the World's core.

You are that orphan Wanderer

And this the tool to forge your Fate.

And now... you are alone.

The image of the Shard rings with a high pitched

double note, then fades and vanishes.

JEN

Alone? But I'm here with you.

The Mystic closes his eyes and speaks in a voice

that sounds as if it is coming from very far away.

MASTER

Your Journey must begin for the

three suns will not wait.

Remember me, Jen.

We may meet... In another life

but not again in this.

The Mystic's eyes close, and he seems to lapse into

a kind of coma, still breathing laboriously.

Jen leans closer.

13 INT. SKEKSES CASTLE - CORRIDOR - STORM – DAY 13

A Skeksis walks through the dark halls of the

Castle, past mysterious hulks (Garthim) lurking in

alcoves.

This Skeksis is the General, or Garthim-Master: the
largest of the Skekses. His costume is wrought with
armor-like, military motifs.
He swaggers toward an ornate doorway.
The Chamberlain, an unctuous upstart, suddenly
appears in an alcove, where he has been waiting for
the General.

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13 CONTINUED 13
The General is startled, and draws back, hissing.
Then he continues toward the ornate doorway,
followed by the reptillian Chamberlain.
14 INT. CASTLE - EMPEROR'S BEDCHAMBER - STORM – DAY 14
The General and the Chamberlain enter and walk
toward the sumptuous bed of the Emperor, who is
dying.
The other seven Skekses hover around the bed,
watching. They make room for the General and the

Chamberlain.

The Emperor's eyes are dull and he is breathing laboriously. His head lolls to one side, and a jewelled septer slides out of his hand onto the bed.

The Chamberlain reaches out a bony, clawlike hand for the septer.

The Emperor's eyes blaze awake suddenly, and he lashes out at the Chamberlain with a snap of his still powerful jaws full of crooked yellow teeth.

The Chamberlain withdraws meekly.

Suddenly the Emperor collapses back onto his bed and stops breathing. A black membrane slides over his eyes.

The nine remaining Skekses look at one another with suspicion.

On the bed, the Emperor's body begins to crack and crumble into dust.

15 INT. MYSTIC'S CAVE - MYSTIC VALLEY - STORM – DAY 15

Jen's Master seems to evaporate, slowly, as Jen looks on with awe.

JEN

Master! Don't go. I... need you...

Soon there is nothing left of his body. His empty

robe remains behind, draped over the sleepframe.

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16 EXT. MYSTIC VALLEY – DUSK 16

In the valley of the Mystics, the storm suddenly

clears.

Small creatures come out of shelter and look up at

the sky.

17 INT. MYSTIC'S CAVE – DUSK 17

Jen stands at the cave mouth. In the b.g. is his

master's sleepframe, now empty.

18 EXT. SKEKSES CASTLE – NIGHT 18

Inky night enfolds the castle and a death-like

stillness oppresses the landscape. From deep within

the bowels of the castle, faint sounds of solemn

music filter to the outside.

19 INT. SKEKSES CASTLE - COUNCIL CHAMBER – NIGHT 19

Burning Urns flicker in the high, vaulted room. The Emperor's funeral begins with organ-like chanting from a group of slave musicians in a gallery overlooking the main floor.

The Skekses enter in single file, carrying the casket containing the dust of the Emperor and his jewels and clothing. They move in stately progress, threading the intricate pathways of a maze inlaid with jewels and precious metals in the marble floor, winding towards a central space.

The casket is carried by the Chamberlain, the High Priest, and the General.

The Skekses pass the Emperor's casket one by one, and perform a final act of homage, muttering a few words in their harsh language, which is then repeated in chorus by the others.

A slave passes among the Skekses with an ornate metal bowl. Each Skekses takes a smoking orb from the bowl. Then they turn and face the casket.

The High Priest chants a final invocation, the music rises to a climax and they throw the smoking orbs in unison at the casket.

19 CONTINUED 19

The Skekses cry out in a harsh voice, as the orbs land on the casket which blazes alight with blinding brightness.

The Emperor's remains are burnt to smouldering embers in a few moments.

20 EXT. MYSTIC VALLEY - CAVE CIRCLE – DAWN 20

The Mystics celebrate a different kind of funeral ceremony. The nine remaining Mystics chant as they carry the dead Mystic's possessions down from his cave and place them at the base of one stone pillar in a circle of ten.

Jen follows them, playing on his forked flute. The Mystic's music has none of the pomp and barbarity of the Skekses'.

The Mystics circle around the stone pillars wreathed in a veil of mist and incense as they deposit the

Mystic's possessions at the foot of one pillar.

One of the Mystics (Ur-Zah, the one who had spoken to him at the pool) steps out of the circle and speaks to Jen, while the others continue in the background.

UR-ZAH

A task is set for the disciple.

JEN

I haven't set foot outside the valley of the Urru since you found me.

UR-ZAH

On High Hill, watching the heavens, sits the Dome of Aughra, keeper of the secrets. Go.

JEN

How do I know I can do what I'm supposed to?

UR-ZAH

Without a dawn, there is no set of sun.

JEN

But Ur-Zah, you can see the future,

can't you? Tell me what will happen.

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20 CONTINUED 20

Ur-Zah pauses. Behind him wraith-like phantoms form

and seem to circle in the mist along with the

chanting Mystics.

UR-ZAH

The future is many. We see them all.

Which one will be yours, is for you

to find.

Ur-Zah turns and points to three concentric circles

inside a triangle carved on the nearest stone pillar.

UR-ZAH

But know this, Gelfling.

Unless you gain your goal

before the three-made-one look down,

the foul Garthim hordes will kill you,

And destroy all things whole and good.

Now go.

Ur-Zah turns and joins the circle of the chanting

Mystics again.

Jen starts off on his path.

But after a few steps he turns and calls back.

JEN

Ur-Zah, what are Garthim?

Ur-Zah pauses and looks up at Jen.

UR-ZAH

Whenever you find out,

it will be too soon.

His answer has an air of finality, so Jen continues

on his journey out of the valley.

Behind him, a lambent blue glow descends from the

sky and surrounds the dead Mystic's possesions until

they evaporate just as he did.

21 EXT. MYSTIC VALLEY RIM – DAWN 21

When Jen turns back for a last look from the rim of

the valley, all the Mystics look up at him,

simultaneously, an instant. And then they return to

their chanting.

21 CONTINUED 21

Jen walks over the lip of the valley, out of sight of the Mystics, and his home.

22 EXT. WILDERNESS – DAY 22

Jen walks through a strange new country, quite different from the valley he's used to. Tall exotic plants tower over him. Small wary creatures scatter and hide at his approach.

23 INT. CASTLE - COUNCIL CHAMBER 23

The Skekses are standing conversin cordially with one another. Behind them the Emperor's throne sits empty on a raised dais.

The Chamberlain eyes the empty throne and starts sidling towards it.

The High Priest sees his move, and hurries to head him off.

The General arrives at the throne first, and attempts to sit in it. He is the largest of the Skekses, and dressed in clothes that suggest a kind of military style.

The three Skekses struggle for the Emperor's throne, hissing and screeching at one another. Then the High Priest withdraws, leaving the dispute to the Chamberlain and the General, who utters a solemn word of challenge.

GENERAL

Haakskeekah!

The Chamberlain repeats the challenge.

CHAMBERLAIN

Haakskeekah!

Slaves pull a long rope and a ceremonial rock raises from the centre of the floor. The rock is gashed and scarred in many places.

The Chamberlain and the General advance toward the rock, take two swords, and swing them with identical ceremonial motions.

The Chamberlain winds up and smashes his sword into the rock. There is a dull clank and nothing happens.

The General smashes his sword into the rock and knocks off a tiny chip.

The watching Skekses cheer his effort in their harsh voices.

The Chamberlain swings again and knocks off a tiny chip.

The General sneers at him and unleashes a mighty blow that smashes a huge chunk of rock off with an explosion of released energy.

The white hot chunk of rock spins across the floor.

The Skekses cheer wildly. The General accepts their homage.

The Chamberlain cowers wretchedly beside the rock.

Suddenly the other Skekses surround him, rip off his jewels, robes, and badges of office, leaving him clad only in rags.

He slinks out of the hall in disgrace.

One of the other Skeksis moves to the General, babbling with great excitement. He is an obeses

gourmand, and normally only cares for food. But now

he is clearly terrified by something.

GOURMAND

Kellffinnkh! Kellffinnkkh!

('A Gelfling, a Gelfling. In the

Dark Crystal. A Gelfling alive!)

The General rushes out, followed by the other

Skekses. The deposed Chamberlain watches them leave

from the shadows.

24 INT. CASTLE CRYSTAL CHAMBER 24

The Skekses enter the Crystal room and gather around

the Crystal, staring into its depths and talking

excitedly.

24 CONTINUED 24

The General pushes to the front of the crowd and

looks into the Crystal.

The General stares with astonishment, then becomes

outraged and angry. He begins to scream for his Garthim.

GENERAL

Kelflinkh! Garthim Klaka Krakwhee!

('Gelflings! Garthim, Kill them!')

On the balconies of the Crystal room huge looming Garthim come to life and limber out the door.

24A INT. CASTLE – CORRIDOR 24A

The Garthim lumber down the corridor. They are joined by other Garthim from niches in the walls.

The deposed Chamberlain, lurking out of sight, waits till the Garthim have passed and then sneaks after them.

24B INT. CASTLE - CRYSTAL CHAMBER 24B

Inside the Crystal room the Skekses crowd around the Crystal to see better, and mutter ominously among themselves.

The camera reveals what they see: The image of Jen (from Sc 25) climbing up a cliff on a mountainside.

25 EXT. AUGHRA'S MOUNTAIN 25

A dark purple crystal hanging from the talons of a batlike creature shows Jen's image reflected in it

as he climbs past on his way up the cliff.

Aughra's observatory towers above Jen.

26 OMIT 26

27 EXT. AUGHRA'S MOUNTAIN – DAY 27

Jen is walking on a path among tree-like plants. He brushes past a vine-like tendril hanging down, and it seizes him.

27 CONTINUED 27

More tendrils fling themselves around him and wrap him up tight.

Jen yells and struggles in vain. He is hoisted aloft, wriggling and helpless. He disappears into the foliage above.

Jen struggles in the tendril snare, hanging helpless high up in the trees.

He stops struggling and listens to the sound of someone approaching below on the ground: crackling undergrowth, rheumy breathing. He can't see through the thick foliage.

An eye held by a gnarled hand is thrust up through the leaves. Jen gasps with astonishment as it stares at him unblinkingly.

Aughra withdraws her hand, replaces her eye in its socket, and touches a trailing vine with a whispered word.

Jen is lowered from above and hangs a few feet above the ground, looking at the strange figure of Aughra: an ancient witch of terrifying appearance.

AUGHRA

You Gelfling?

JEN

I am.

AUGHRA

Can't be. All dead. Wiped out.

JEN

My name is Jen. The Gelfling.

I am not dead.

AUGHRA

Ha. Maybe. Maybe not.

Gelfling, hmmm?

JEN

I see a watcher of the Heavens,

Aughra.

AUGHRA

Who sent you?

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27 CONTINUED 27

JEN

My master. Ur-Zah. Wisest

of the Urru.

AUGHRA

(Looking around nervously)

Where's he? Huh? Around here?

JEN

He's dead.

AUGHRA

Could be anyplace then.

Aughra examines Jen more closely. She pinches the

flesh of her upper arms. He shrinks from her. She

cackles with glee at his terror.

AUGHRA

Ha. Afraid of me? Think I'm gonna

eat you? Nice roast Gelfling for my

dinner? Eh? Might not be so bad at

that. Ha.

She suddenly thrusts her face a few inches from his.

AUGHRA

What you want with Aughra?

JEN

... a shard, Crystal. I saw it in

a vision at my Masters cave.

AUGHRA

That's all? You want a piece of

crystal? Why didn't you say?

She strokes the tendrils in a certain manner and

they whip away from Jen. She starts to walk off as

Jen is still rubbing the circulation back into his

limbs.

AUGHRA

Follow.

Plants on the cliff face draw aside for her and she

disappears into a hole. Jen pauses an instant as he looks into the forbidding darkness, then plunges in after her.

DC 4D 22/4/81 CONTINUED

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28 INT. TUNNEL TO AUGHRA'S OBSERVATORY – DAY 28

Jen stumbles through a dark passage, lost and confused. Aughra seems to have vanished ahead of him. Jen calls out a couple of times, but there is no answer except the echoes of his voice.

JEN

Hello? Wait.

It's dark.

I can't see.

Hello?

29 INT. AUGHRA'S OBSERVATORY – DAY 29

Suddenly he pushes through an unsuspected door in front of him and discovers he is inside a vast dome,

illuminated with a kind of golden radiance.

Jen stares up at the dome. On it are painted faint zodiac figures in fine gold, stars indicated by twinkling jewels.

Below the dome is a complicated orrery model of the suns and planets---large shiny discs of metal on long arms that revolve and interweave in a complex cosmic dance that Jen cannot begin to comprehend. The discs are polished and sharp-edged, and their movements are surprisingly swift---forcing Jen to duck or jump at crucial moments in the following scene.

Beneath this clockwork planetarium which fills the giant dome, is Aughra's house, a messy collection of alchemist tools, crude half-assembled machines, biological specimens, and domestic clutter, all mixed up together.

Jen is gawking at this spectacle, when Aughra appears beside him. Jen jumps with surprise.

AUGHRA

Like my house, Gelfling?

JEN

So many wonders ...

AUGHRA

What you expect?

A hole in the ground? Ha.

Gelflings.

DC 4D 4/3/81 CONTINUED

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29 CONTINUED 29

Aughra ducks casually as a giant metal disc

representing a moon slashes past her head with the

whish of a rapier. Jen barely misses being

decapitated.

JEN

What is that?

Jen gestures at the orrery model.

AUGHRA

Suns. Planets. Moons. Comets.

How else you know about conjunctions?

Humm? Big one coming up. Better be

underground for that one. No telling

the damage. Whole planet might burn

up. End of Auhgra. Ffffffft.

Smoke rings.

A scimitar-like comet sweeps past from another

direction. Jen dives for the floor. Aughra side-

steps unconsciously and continues her musing.

AUGHRA

So what? We all turn to smoke in the

end. Come from smoke too, some say.

Don't know. Might not be so bad,

smoke. Float around. In the air.

See the world. Hmm?

JEN

What's a conjunction?

Aughra laughs and picks up an iron alchemist's

triangulum. She puts it over her face and stares

out with her one eye at Jen through the little

triangular opening: three concentric circles inside

a triangle.

AUGHRA

The Great Conjunction! Soon.

The end of the world.

Or the beginning.

She laughs hysterically and puts down the triangulum.

AUGHRA

End, begin. All the same.

Big change. Sometimes good,

Sometimes bad. Don't touch!

DC 4D 4/3/81 CONTINUED

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29 CONTINUED 29

She suddenly shrieks at Jen, who has reached out

toward a little pot seemingly suspended in mid air

over a bright flame.

She slams her hand down on top of Jen's, pinning it

to the table.

JEN

I just wondered what held it up.

AUGHRA

Questions! Too many questions.

You want a shard... find it!

She opens a cabinet door, revealing a shelf full of crystalline shards, glittering at him.

JEN

Which one?

AUGHRA

If I knew, I wouldn't need you.

Head. Down.

JEN

Huh?

Aughra shoves him down, just as a sharp disc on the orrery slices past his head.

AUGHRA

Suns can be dangerous.

The camera follows the orrery as it revolves.

DISSOLVE TO:

29A EXT. AUGHRA'S OBSERVATORY – NIGHT 29A

The observatory glows against the dark sky.

30 INT. AUGHRA'S OBSERVATORY – NIGHT 30

A different configuration of the orrery. Time has passed.

Jen is sitting cross-legged on Aughra's table, examining crystals.

Aughra enters with a bowl of mushrooms.

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30 CONTINUED 30

AUGHRA

You want mushrooms?

Caught them myself.

JEN

No thank you. These three are

similar to the one I seek.

Jen holds up three identically shaped shards.

AUGHRA

Must choose. All life is choice.

JEN

If I find the right one, how do I

know you'll let me take it?

Aughra laughs hysterically.

AUGHRA

Don't know.

Don't know Aughra.

Don't know Shard.

Don't know anything.

Aughra continues to mutter to herself.

Jen stares at the line of identical crystals for a moment, then takes the forked flute hanging from a thong around his neck and blows the two notes that he heard when his master showed him the vision of the Shard.

The two notes resonate shrilly, and echoes fill the huge dome.

Aughra looks around at the dome and then at Jen.

Through the orrery one of the crystals seems to pick up the sound and vibrate slightly, sending back the two notes an octave higher. At the same time the crystal catches the light and seems to twinkle unmistakably.

Jen picks it up and stares into the depths of the thick triangular shard. He is fascinated by the way it breaks up the light into infinite refractions.

Aughra walks through the orrery toward Jen, rubbing her hands and cackling.

Suddenly, Garthim smash their way through the wall

of Aughra's observatory and move toward Jen.

DC 4D 4/3/81 CONTINUED

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30 CONTINUED 30

AUGHRA

Garthim!

Benches full of glassware and delicate optical equipment crash to the floor. Jen shoves the shard into his tunic, and leaps to his feet.

Aughra screams with fury a.d desperately scurries in front of the advancing Garthim to save her precious things.

AUGHRA

Out of my house.

Garthim out! Out!

Don't touch! No!

Jen jumps down from the table he was standing on, knocking over the bright flame with the little pot suspended above it.

The little pot spills a flammable liquid over the table, and the table bursts into flame.

Aughra screams with horror at the sight of the

flames.

AUGHRA

Fire! Now see what you've done!

Put it out. Fire!

My house! My house!

She stamps her foot with rage and hurls an astrolabe

at the Garthim.

Jen finds himself backed against a leaded glass

window, trapped by approaching Garthim.

As the main arm of the orrery swings past, Jen grabs

it and is pulled into the air just as the Garthim's

claws snap at where he was standing. Jen is

propelled around the circle and thrown off at the

upper level of the observatory. He breaks through

the glass dome and falls outside as the Garthim

smash their way across the floor toward him.

30A EXT. AUGHRA'S OBSERVATORY AND MOUNTAINS – NIGHT 30A

Jen rolls down a steep slope, tumbling over and over

until he lands in a gully far down from the

observatory.

30A CONTINUED 30A

He picks himself up and turns to look back up at the observatory.

Aughra's observatory bursts into flames above.

Faint sounds of destruction and Augra's high pitched screaming can be heard.

Jen plunges headlong into the underbush, fleeing in terror.

The Chamberlain, far away, across a deep ravine, sees Jen escape into the wilderness.

The Chamberlain is too far away to catch Jen, but he turns away from the burning observatory and starts to struggle slowly and awkwardly through the thick jungly brush after the fleeing Gelfling.

Distant figures of Garthim are silhouetted behind the Chamberlain against the flames of the burning house of Aughra.

31 EXT. MYSTIC VALLEY - CAVE CIRCLE – DAWN 31

Ur-Zah sits beside a curious monolith in the center

of the Valley. He is chanting and drawing complex patterns on the ground with colored sand.

The moving shadows complete a certain pattern in the sand painting. Ur-Zah rises, looks up at the three suns and calls out a ritual word in a loud voice.

The other Mystics look up at the sky from all over the Valley and join in a nine-toned chant.

32 EXT. SWAMP – DAY 32

The camera wanders through a fantastic swamp: huge tree-like things move slowly through the muck. Mushrooms sprout wings and fly away. A swarm of fierce crystalline hornets herd a terrified reptillian weasle across the swamp: the weasle coils and strikes at them repeatedly with it's fang-filled mouth, and then slithers away trying to escape. The crystal hornets drive the weasle into a gaping hole in the muck which snaps shut, revealing itself as the mouth of a buried monster.

32 CONTINUED 32

The camera discovers Jen sitting under a giant fungus, staring into the depths of the Crystal Shard.

He seems to be in a kind of trance.

In the depths of the Shard and image forms:

X1 OMIT

X2 OMIT

X3 INT. CASTLE - CRYSTAL CHAMBER - DAY

POV from the Crystal.

A creature reaches up and smashes the Dark Crystal with a heavy club. The image shatters.

32 EXT. SWAMP – DAY 32

Jen, in the swamp, looks up with a start. He hears a sound behind him.

He thrusts the Shard into his tunic and turns to look.

A clump of fronds snaps back where it had been parted as if by a creature peering at him.

Jen rises and walks to the clump of fronds. He cautiously peeks around it. There is no one hiding

behind the fronds. He looks down at the ground.

A footprint in the soft muck. A trickle of water

just beginning to fill it in tells him it is fresh.

Jen stares at the footprint. He looks around

nervously.

A flash of movement behind another clump of fronds.

A sound of rustling leaves as something runs away.

Jen races to the second clump of fronds.

A line of freshly broken caps leads through a carpet

of mushrooms directly into the open end of a fallen

hollow trunk.

Jen cuts across the mushrooms to the other end of

the trunk.

He kneels beside the root end of the trunk like a

hunter awaiting his prey.

DC 4D 4/3/81 CONTINUED

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32 CONTINUED 32

A sound like laughter from somewhere.

He looks around uneasily.

Then, resolute, he sweeps away the curtain of vines

that cover the opening.

He sees the face of a ferocious monster inside

growling horribly.

Jen scuttles backward, terrified.

He stumbles and falls in a small pond.

Definitely laughter this time. Behind him.

He turns and sees a beautiful Gelfling girl.

She steps out of concealment and stands smiling at

him.

Jen glances back at the hollow log.

The monster is still growling.

The Gelfling girl (Kira) whistles and the monster

hops out of the end of the log. It is all face.

The rest a ball of fur.

KIRA

Don't be afraid. Fizzgig won't hurt

you. He's a terrible coward.

Fizzgig scurries behind Kira and hides.

Kira steps toward Jen. She is the most beautiful

thing he has ever seen in his life. He is

astonished by her. He hasn't seen another Gelfling

since he was an infant.

JEN

Are you Gelfling?

KIRA

Yes.

JEN

I thought I was the only one.

But you...

DC 4D 4/3/81 CONTINUED

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32 CONTINUED 32

KIRA

I have hidden all my life.

Here. I too thought I was

alone. I am called Kira.

JEN

My name is Jen.

Jen tries to stand up. Fizzgig peeks out and growls.

JEN

I seem to be stuck. (He laughs)

KIRA

Here... Take my hand.

She reaches out a hand to him.

He reaches his hand toward her.

Their hands touch. Something like an electric spark.

Huge close-ups of their eyes enlarge to engulf them in each other's innermost thoughts, while they are overwhelmed by a rush of images that weld their two minds into one consciousness:

Z1 EXT. JEN'S GELFLING VILLAGE - DAY

Jen as a baby Gelfling, crying amid the flaming ruins of a Gelfling house. A blurred image of something like Garthim dissappearing in the distance.

Y1 EXT. KIRA'S GELFLING VILLAGE - DAY

Kira as a Gelfling infant. Her mother stuffs her into a hole under the roots of a tree. From Kira's POV inside the hole, we see her mother seized by a pair of bony, claw-like hands. They are the hands of a Skeksis, but all we can see are the hands as Kira's mother is strangled.

In the background shapes like Garthim smash and

destroy.

Z2 EXT. JEN'S GELFLING VILLAGE - DAY

Infant Jen is picked up, from the ruins of his

house, by the four arms of a Mystic.

DC 4D 4/3/81 CONTINUED

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32 CONTINUED 32

Y2 EXT. POD VILLAGE - DAY

Kira wanders into a settlement of lumpish peasant

folk. They surround her babbling excitedly. Her

POV looking up at them.

Z3 OMIT

Z7 EXT. MYSTIC VALLEY - DAY

Baby Jen splashes in a waterfall.

Y3 EXT. POD VILLAGE - DAY

Kira swinging in a hammock. A peasant woman feeding

her from a gourd.

Z4 EXT. MYSTIC VALLEY - CAVE CIRCLE - DAY

Jen learning to draw runes with his finger on a black rock surface. His master patiently corrects him.

Y4 EXT. POD VILLAGE - DAY

Kira jumps from a tree. The peasants gasp in fear.

Z5 EXT. MYSTIC VALLEY - CAVE CIRCLE - DAY

Jen helping while his Master mixes herbs and mushrooms in a giant cauldron. In the background another Mystic patiently weaves a magic garment.

Y5 EXT. WILDERNESS - DAY

Kira hiding among the swamp plants while a troop of Garthim pass.

Z6 EXT. MYSTIC VALLEY POOL - DAY

Jen swimming.

Y9 EXT. POD VILLAGE - DAY

Kira playing catscradle with pod village children.

She transfers it on childs hands.

Z8 EXT. MYSTIC VALLEY - CAVE CIRCLE - DAY

Jen helping Weaver.

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32 CONTINUED 32

Y10 EXT. WILDERNESS - DAY

Kira examining plants.

Z9 EXT. MYSTIC VALLEY - CAVE CIRCLE - DAY

Jen working with abacus and Numerologist.

Y11 INT. POD DWELLING - POD VILLAGE - NIGHT

Kira singing with Pod People.

Z10 INT. MYSTIC CAVE - MYSTIC VALLEY - DAY

Master teaching, Jen listening.

The flow of dream-like images suddenly breaks off:

33 EXT. SWAMP – DAY 33

Jen is up to his chin in the little pond.

A kind of quicksand is sucking him down. Only his

head and hands are above the surface.

JEN

Help!

KIRA

It's alright, don't struggle.

Kira holds back her head and calls out in a high-

pithced wailing sound.

A roiling of the surface begins on th% far side of

the pond and rapidly churns toward Jen.

Jen is raised up and lifted onto the bank by a huge

swamp grub.

Kira pats the grub affectionately on the muzzle and

feeds it a dried mushroom from a pouch at her waist.

JEN

How did you do that?

KIRA

This is a Nebrie. They graze the

bottoms of ponds for the Krewin.

DC 4D 4/3/81 CONTINUED

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33 CONTINUED 33

She speaks a few more words to the Nebrie in his

tongue.

Jen slides down from the Nebrie's back to stand

beside her.

JEN

How did we talk without speaking?

KIRA

Mindspeach. You don't

know mindspeech?

He reaches out to take her hand again. There is a

growl from the ground. They look down.

Fizzgig is snarling up at Jen.

Kira laughs.

KIRA

Fizzgig, don't be jealous. This is

Jen. He's like me, only different.

The two Gelflings walk away hand in hand through the

swamp.

The camera lingers on the Nebrie, placidly grazing

on wild Krewin grass.

Fizzgig growls at the Nebrie and bounces along after

Jen and Kira.

Two baby Nebrie poke their heads out of the water.

34 INT. CASTLE - BANQUET ROOM – DUSK 34

A Nebrie, like Kira's friend, roasted on a huge

platter, is carried in from the kitchen by slaves

and set down before the Skekses. They greedily rip

succulent shreds of meat from the still steaming carcass.

The High Priest sits at one end of the table watching calmly as the other Skekses gorge themselves orgiastically.

The General sits opposite the High Priest on an elaborate imperial chair as befits his rank. He also has the worst table manners.

DC 4D 4/3/81 CONTINUED

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34 CONTINUED 34

A crab runs down the length of the table. Each Skekses tries to grab it. The designer draws back from the table in fright.

The General removes his head from a cauldron where he has been "licking the dregs." He observes what is going on.

The General laughs, and quickly spears the crab on a long fork and stuffs it in his mouth.

A troop of Garthim march into the room (fresh from

the raid on Aughra's house). They stand at

attention in front of the General.

The General looks haughtily at the High Priest and

speaks a command to the Garthim.

The Garthim fling down a box woven of gnarled roots

onto the floor of the banqueting room.

The General reaches over without getting up and taps

the box in a certain way. The roots fall apart

revealing:

Aughra crouched inside, snarling and cursing her

captors.

The General seems startled to find her there,

instead of a Gelfling. He looks around helplessly.

GENERAL

K'luh Kelffinnkhh.

("This is not a Gelfling.")

AUGHRA

Of course I'm not a Gelfling.

Never have been. Ruined.

My house ruined! By you.

You build me new house.

GENERAL

Shhka Kelffinnkhh?

("You captured the Gelfling?")

AUGHRA

Yes. In my house. Was going to

send word to you, when stupid

Garthim burn down my house! Ashes!

The High Priest steps over to Aughra and yells at

her threateningly.

DC 4D 4/3/81 CONTINUED

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34 CONTINUED 34

HIGH PRIEST

Kelffinnkh K'nim. Krahkwhee!

("Gelfling is dangerous. Must kill

it. Where is this Gelfling?")

AUGHRA

Stupid Garthim. Let him escape.

Ran away. Aughra could have brought

him here. No. You ruin my house.

Years of work. Ashes. Ruin.

The General gestures to the Scientist and the Slave

Master.

GENERAL

Aukhra na Rakhash! ("Take Aughra

to the chamber of Life!")

Aughra is dragged away, taunting them.

AUGHRA

Let go! Stupid Skekses don't know

so much! Ha! You'll see. The

prophecy was right. Just wait.

(Mutter... Mutter...)

The High Priest looks over at the General, who is

finishing a few last delicacies from the table.

The High Priest gives a signal.

HIGH PRIEST

Kelffinkkh Krakwhee!

("Kill Gelfling!")

The camera tilts upward from the banquet chamber

toward the shadowy heights of the ceiling.

Huddled on ledges just below the arched vaults of

the roof, a flock of strange bat-like birds crouch,

with seeing-crystals embedded in their chest. They

open their eyes and spread their wings, as the

shrilling sound grows louder.

One by one they take off from the ledges, and fly

out a high open window into the purple twilight.

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35 EXT. CASTLE – DUSK 35

We see the batbirds flying away from the Castle.

One passes close to the camera and we notice the

glint of his seeing-crystal.

36 EXT. BLACK RIVER – DUSK 36

Jen and Kira are floating down the river at sunset

in the shell of a great dead whirligig beetle.

The landscape along the river is alive with humming

Spanish moss, whistling trees, and resonant bubbles

that surface from the mud, creating a musical

landscape. Kira sings a wordless ancient melody, and the landscape comes alive with sweeping colors and movement as well as sound. Jen takes out his old hand-carved flute and accompanies her. It is a moment of achingly perfect union between them, and harmony with the environment. Even Fizzgig forgets to fidget, and stares at his reflection in the water.

Kira suddenly pushes Jen down in the boat. He lands on Fizzgig, who squeaks loudly and wriggles free.

Kira ducks down. The three of the lie hidden in the bottom of the beetle shell.

JEN

What...?

KIRA

Up there. A crystal bat.

A batbird flies overhead, carrying a seeing-crystal in its chest.

Kira stands up and swings a double weighted thong around her head, then lets go.

The thong spins in the air as it flies directly upward, wraps itself around the flying batbird, and brings it down flapping and squawking.

The batbird lands in the black glossy river,

struggles for a few seconds, and disappears beneath

the gooey surface.

Fizzgig gives a smug, defiant growl.

The two Gelflings sit up. Jen is awed, Kira matter-

of-fact.

Laszlo

Well-Known Member

Joined

Nov 23, 2004

Messages

892

Reaction score

24

Sep 28, 2013

#4

DC 4D 4/3/81 CONTINUED

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36 CONTINUED 36

JEN

Are there more of those?

KIRA

More and more all the time. What

they see, the Skekses see too.

JEN

Did it see us?

KIRA

(Shaking her head)

I don't think so.

The Gelflings float on down the black river toward

distant lights. Behind them, unseen, the batbird

struggles up from beneath the surface of the water.

It crawls onto a rock, pointing its crystal at the

two Gelflings.

The seeing crystal captures the image of Jen and

Kira in their boat.

37 EXT. MYSTIC VALLEY - CAVE CIRCLE – DUSK 37

In a long slow procession, the Mystics are leaving

their valley, taking the same route Jen took when he

left on his quest.

38 EXT. POD VILLAGE – NIGHT 38

Jen and Kira emerge from the underbush of the

wilderness into a clearing. In the midst of the

clearing is a cluster of large pods from some kind

of plant.

Peasants bustle in and out of the hollow pod.

Fizzgig bounces toward the village, barking.

JEN

I know this place from

the mindspeech.

KIRA

It is my home.

Y6 OMIT

Y7 OMIT

DC 4D 4/3/81 CONTINUED

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38 CONTINUED 38

Y8 OMIT

Y9 MOVED TO SCENE 32

JEN

Will they welcome me?

KIRA

Oh, yes. When they see I am Happy.

The two of them walk toward the largest pod.

Suddenly the Pod People catch sight of them and come rushing joyfully to them, whooping with delight in their babbling musical speech.

An old woman embraces Kira, her foster mother Ydra.

39 INT. POD DWELLING - POD VILLAGE – NIGHT 39

We are inside a large hollowed out pod: peasants are enjoying a kind of harvest feast day. In the center of the room peasants jostle against cooks stirring big kettles of soup over glowing fires.

Jen and Kira are seated at a table.

A villager brings a new plate of food to Jen and Kira.

VILLAGER NO. 1

Valya lyee away seer?

("Good cheese isn't it?")

The villager looks at Jen and waits. Jen leans over to Kira.

JEN

How do you say thank you?

KIRA

Fala vam.

JEN

(To villager No. 1)

Fala vam.

The villager nods and continues to look at them.

DC 4D 4/3/81 CONTINUED

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39 CONTINUED 39

VILLAGER NO. 1

Taka ee kaynoochatype.

("Good... eat.")

JEN

Fala vam.

VILLAGER NO. 2

Yabuka. ("Fruit.")

VILLAGER NO. 3

(To Jen)

Lyepa Kira?

("Kira's a beauty, isn't she?")

JEN

Fala vam.

Jen takes out the Shard and looks at it.

The room full of happy villagers and musicians are

becoming more raucous. Jen talks to Kira over the

noise.

JEN

No. He knew Aughra had the Shard and

he said, "my journey must begin, for

the three suns will not wait." And

that's all, then he died.

VILLAGER NO. 4

Myeela Kirinshka! ("It's our Kira!")

More random shots of peasants having fun.

JEN

How long can we stay here?

KIRA

As long as we want.

Jen is pulled up by Ydra to dance.

YDRA

Vsesleetyee! ("Be happy!")

JEN

Then I don't want to go, ever.

KIRA

What about the Shard?

DC 4D 4/3/81 CONTINUED

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34

39 CONTINUED 39

Jen is too busy dancing with the peasants to hear

Kira.

Many villagers dance around the room. The others

watch, clap, and stamp their feet.

Kira and Fizzgig are still sitting at their table.

Fizzgig is whining and growling. Kira sniffs in the

air.

An enormous Garthim claw slashes through the wall of

the pod.

Screams. Panic. Overturned tables.

VILLAGERS

Peripasnoto! ("Look out!")

Garthimnu! ("Garthim!")

Razabaratyee! ("Scatter!")

Detsya! ("The children!")

Garthimnu namadatu!

("It's a Garthim attack!")

Fizzgig screeches and rolls up into a ball.

Pod People stampede in every direction trying to get

away. Some are grabbed in Garthim claws.

VILLAGERS

Eema mulganu! ("Lots of them!")

Haydyem! ("Come on!")

Pomosh pomosh pohmohtchy! ("Help!")

Avo nyepryeeyatyel! ("It's the enemy!")

Kukumenyee! ("We've no chance!")

Huge Garthim enter from all sides, and make for Jen

and Kira.

Jen and Kira realize the Garthim are after them.

They duck behind a table.

A Garthim flings aside tables as it approaches them.

VILLAGERS

Bezumlyee! ("It's madness!")

Brata! ("The door!")

Na brzu ruku, pa redu, evnyeh domu!

("Quickly, one after the other,

get out of the house!")

Jen pulls the Shard from his tunic, holding it like

a knife. He steps in front of Kira to protect her.

DC 4D 4/3/81 CONTINUED

REVISED 15/6/81

35

39 CONTINUED 39

A Garthim claw grabs him by the arm.

Jen stabs at it with the Shard.

The Shard connects with the Garthim claw and rings

with a deep resonant note.

40 EXT. WILDERNESS – NIGHT 40

The Ur pause in their journey as the deep resonant

note rings out across the valley.

41 INT. POD DWELLING - POD VILLAGE – NIGHT 41

The Garthim claw starts to losen its grip on Jen.

He pulls away.

Kira rips a dried seed pod off a string around her

neck. She tosses it into the fire.

The seed pod explodes and fills the pod with dense

white smoke.

VILLAGERS

Nada! Begatyee! ("Now! Run!")

Sa mnyem! ("With me!")

Doklyeh? ("How far?")

Dalyeko! ("A long way!")

Pemerchyeena! ("It's dark!")

Stanyee uzu mnyeh!

("Stand close to me!")

YDRA

Danasukreevyee.

("It is a tribute of blood.")

Jen finds Kira in the smoke, crouched low to the

floor. The feet of the blinded Garthim stagger

randomly in the background.

They clasp hands.

Mindspeech: Image of a door opening to the outside.

The edge of the forest and freedom beckon beyond.

Jen follows Kira through the smoke, crouching close

to the floor, to the little door.

Jen's arm seems hurt. Blood is staining his shirt.

DC 4D 4/3/81

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42 EXT. POD DWELLING - POD DWELLING – NIGHT 42

The doors open and Kira peeks out. Garthim are

grabbing Pod People. Smoke pours out of the

fissures in the side of the pod.

A Garthim turns his back on the little door as he

swoops to grab Ydra, Kira's foster mother.

Jen and Kira run from the door across the clearing

toward the foliage. Jen's arm hangs bloodied and

useless.

The Garthim turns, sees them and starts to pursue.

Jen and Kira duck into hiding at the margin of the

forest.

The Chamberlain suddenly appears out of the margin

of the underbush and steps between the Garthim and

the Gelflings.

He motions the Garthim away.

The Garthim hesitates for a moment, then turns and

mindlessly begins to pursue the Pod People again.

Jen and Kira run away into the underbush.

43 EXT. GLADE DEEP IN THE FOREST (GELFLING RUINS) – NIGHT 43

The camera follows Jen and Kira as they scramble

through the forest. At last they come to a halt,

exhausted, on a mossy bank.

They are scratched and bleeding from their escape.

Jen's arm hangs useless at his side.

KIRA

This is far enough. They'll

never follow our trail through

the wetlands.

JEN

Was that... thing... a Skeksis?

KIRA

Yes. But I don't know why it

saved us from the Garthim.

DC 4D 4/3/81 CONTINUED

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37

43 CONTINUED 43

Fizzgig pokes his head out of her garments where he

has been hiding and sniffs the air. He hops over to

munch on a flower.

JEN

It's all my fault. I never should

have come. First Aughra's and now

your village. I wish I'd never

heard of this dumb Shard.

Jen plucks the Shard out of his tunic and flings it

away into the darkness. He collapses at the foot of

a tree, holding his arm.

KIRA

Your arm...

JEN

It hurts.

KIRA

Here, this moss has healing powers.

Kira pulls up strips of the moss as Jen curls up and

falls asleep. Kira wraps the moss tenderly around

Jen's arm.

44 EXT. WILDERNESS – DAWN 44

Mystics move onward toward the Castle.

45 EXT. GLADE IN FOREST (GELFLING RUINS) – DAWN 34

The camera moves down through the tree branches to

the Gelflings asleep, Jen nestled in Kira's arms.

A forest creature singing on a branch above them

seems to wake Kira. She looks up at it and smiles.

Jen stirs in her arms and opens his eyes.

JEN

Where are we?

KIRA

We are safe.

Jen gets up and starts to look around. He disturbs Fizzgig, who is munching on a flower. Fizzgig snarls up at him.

DC 4D 4/3/81 CONTINUED

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38

45 CONTINUED 45

KIRA

Quiet Fizzgig.

Jen becomes aware they are standing in the gracefully beautiful remains of a Gelfling village, now in ruins.

JEN

What is this place.

KIRA

The houses of the Old Ones.

Jen examines the building.

JEN

(To himself)

I feel something.

Jen sees the Shard on the ground pointing toward an

opening. He walks to the entrance.

JEN

Kira look.

KIRA

I was told never to enter...

She makes a movement to get away, but Jen stops her

with a gesture.

JEN

I have to see them. Come on.

Jen disappears into the entrance.

Kira walks to the entrance, picks up the shard, and

puts it in her pocket.

KIRA

I'm afraid.

45A INT. PASSAGE WAY - GELFLING RUINS – DAWN 45A

JEN

They were Gelfling. Like us.

He strides forward, drawn by some psychic affinity.

DC 4D 4/3/81 CONTINUED

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39

45A CONTINUED 45A

At the entrance Kira hangs back, torn between her fear and her feeling for Jen. The she scoops up Fizzgig and, clutching him close for reassurance, she follows Jen.

KIRA

How do you know they were Gelfling?

JEN

I feel it.

He walks inside the magnificently wrought main door.

46 INT. GELFLING RUINS - ENTRY HALL – DAY 46

A high vaulted room. Light streams down through huge holes in the ruined roof. Dead leaves and debris litter the floor. Moss and fungus have

covered much of the original decor. Fizzgig sniffs around in the corners.

Jen and Kira look around, marvelling at the splendor of the vanished civilization.

Kira stops at a chair carved from a single mother-of-pearl snail shell inlaid with filigree designs in bright metal and gems.

She brushes away some cobwebs and leafmold and sits in the chair.

Jen smiles and walks into the next room, exploring.

His arm still hangs stiffly at his side, but the moss which Kira has bound around it with plant stems seems to have eased his pain.

46T INT. GELFLING RUINS - ENTRY HALL – DAY 46T

The room subtly transforms itself around Kira as she sits there like a queen. For an instant it glows with the sounds and the shadows of its former glory, until Jen punctures the moment with a shout from the next room.

JEN'S VOICE

Kira! Come look at this!

She rises and hurries from the room and the vision

fades abruptly. Fizzgig follows.

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47 INT. GELFLING RUINS - ROOM OF THE FRESCOES – DAY 47

The walls are covered with pictures of carefree

Gelflings in noble costume at work and play. They

could be Jen and Kira's ancestors.

Jen and Kira stare a long time at the paintings,

drinking in this glimpse of a lost golden age.

Then they move on to scenes of war: Garthim attacks

on helpless Gelfling villages. Gelfling warriors

fighting back.

Then the Castle: three suns in concentric circles

overhead. Light shines down onto the Crystal.

A strange kind of creature, part Ur, part Skeksis,

circles around the Crystal.

JEN

I saw this in the Shard.

The next panel shows the Crystal with a hole in it,

and a shard to fit the hole, beside it.

Two lines of creatures walk away from the Crystal in

opposite directions: the Ur and the Skekses.

JEN

Look. It's my Shard.

Kira holds his Shard up against the painting. The resemblance is perfect. She offers the Shard to Jen.

He pauses a moment, staring at it and then quietly takes it and smiles at Kira.

She points to some runes at the bottom.

KIRA

What are those funny marks?

JEN

That's writing. Can't you read?

KIRA

No one ever taught me.

Jen tucks the Shard back into his tunic and bends down to read.

47 CONTINUED 47

JEN

My Master taught me. It says:

'When single shines the triple sun,

What was sundered and undone,

Shall be whole, the two made one,

By Gelfling hand, or else by none.'

Fizzgig looks up from sniffing the corner of the

room and starts making ferocious noises.

A shadow falls across the two Gelflings. They turn.

KIRA

Jen, Skekses.

The Chamberlain appears in a doorway, smiling at

them.

CHAMBERLAIN

Prophecy...

Fizzgig turns coward at the sight of the Skeksis and

flees to safety behind Kira.

Kira dives for an opening in the far wall.

CHAMBERLAIN

Ssstay! Am friend. Friend to

Gefflinkh. I save you from

Garthim. Am I enemy?

JEN

I have heard Skekses kill Gelflings.

CHAMBERLAIN

Ssstupid prophets say Gefflinkh end

Skeksisss power. Skekses afraid.

Bad missstakes. My people fear

Gefflinkh. Yess.

JEN

What do you want with us?

KIRA

Don't listen, it's a trick.

CHAMBERLAIN

Pleasse listen. Come with me to

Casstle. You will ssee. I show

brothers you want peace and will

not harm us... Please.

47 CONTINUED 47

The Chamberlain beckons to Jen. Jen takes a few

steps toward him.

JEN

Why should we trust you?

CHAMBERLAIN

Tired of killing, tired of fear.

I am outcasst. If I bring peace,

I am outcasst no more.

Come with me...

JEN

If I come with you and make peace,

the Garthim attacks will stop?

The Chamberlain reaches out his hand in friendship.

CHAMBERLAIN

Yes. Garthim control by Crystal

in Skekses Castle. Peace bring

end to ssslaughter.

JEN

What is this Crystal?

The Chamberlain steps closer to Jen.

CHAMBERLAIN

Crystal in centre of Skekses Castle,

Source of Skekses power. I'll show

you. Come... pleassse... make peace.

JEN

Yes, I want peace...

Kira dashes out between Jen and the Chamberlain.

She looks directly in his eyes.

KIRA

Jen!

Jen looks around the room, then at Kira, at the wall

paintings, and at the Chamberlain.

JEN

Peace, the right kind of peace.

I know what it is.

The Chamberlain steps forward with open arms.

CHAMBERLAIN

Come... pleassse... you will see.

Kira and Jen dash out a breach in the wall.

The sound of escaping Gelfling footsteps, from the

room beyond, echoes in the room of the frescoes.

CHAMBERLAIN

Come back! Little ones!

Want peace... Peace.

He hangs his head dejectedly.

48 EXT. HILL IN A CLEARING – DAY 48

Jen and Kira emerge from the brush cautiously.

Fizzgig peeks out of Kira's garments.

JEN

(To himself)

Master was right after all.

(To Kira)

How do I get to the castle?

KIRA

I'll show you.

She calls out in a strange insect-like series of

chirps and clicks.

Three Landstriders emerge from the foliage and

gallop toward the Gelflings.

Kira turns to reassure Jen.

KIRA

Don't be afraid. They'll take

us. They hate the Skekses.

Kira walks to the crest of the little hillock and

talks to the Landstriders.

JEN

The castle will be dangerous...

KIRA

I was alone too long.

I cannot leave you.

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They look in each other's eyes for a moment of

commitment and total understanding.

JEN

All right. Together then.

Kira steps off the crest of the hillock onto the

back of the biggest Landstrider.

KIRA

Climb up.

Fizzgig sets up an incredible commotion on the

ground.

Jen start to struggle up onto the back of the other

Landstrider.

KIRA

(To Fizzgig)

Not you, little big mouth.

Fizzgig refuses to be left behind. He starts to

bounce up and down. He bounces higher and higher.

Finally he is at Kira's height on the peak of his

bounce. She laughs and grabs him.

KIRA

All right. Come with me.

Jen looks uneasily at the Landstrider.

JEN

The prophecy didn't say anything

about this.

KIRA

Prophets don't know everything.

Kira clicks to her mount and they are off, running through the forest at incredible speed. She calls back to Jen.

KIRA

Hold tight. They go fast!

JEN

I already figured that out!

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49 INT. CASTLE - CHAMBER OF LIFE – DAY 49

In a laboratory deep underground, the Skeksis Scientist removes a squirming peasant, with black snapping eyes, from a wicker cage.

He inserts the peasant in a kind of clamp against the stone wall, and then pulls a lever.

A portal opens in one wall revealing a vertical

shaft with a beam of energy running through the center.

A fragment of crystal on the end of a long rod protrudes into the beam, and a ray of purple light is refracted into the laboratory... directly into the peasant's face.

The peasant stops squirming.

A crackling force field flows from the peasant's fingertips onto a metal rod, where it condenses into thick oily droplets and runs down into a small jewelled flask below.

The General enters with the High Priest.

The Scientist bows low and ushers them to the apparatus as the camera follows, revealing:

The laboratory is full of cages, with maimed and tortured creatures of all kinds inside, the fruit of cruel experiments.

The peasant's eyes are now milky and staring. He seems weak and without will.

The scientist releases the peasant, who walks meekly to join a group of other new-made slaves standing against one wall.

The General takes the jewelled flask that has been collecting the droplets. He drains the liquid and smacks his lips. He begins to change, from the wrinkled old veteran, to a younger, more vigorous, almost handsome version of himself.

He stares into a mirror on the wall with pleasure and immense vanity.

Then the transformation fades, as suddenly as it began.

DC 4D 4/3/81 CONTINUED

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49 CONTINUED 49

The General groans with disappointment. He breaks some of the glassware and storms out.

50 EXT. HILL - A DISTANCE FROM THE CASTLE – DAY 50

The Landstriders crest a hill, revealing for the first time to the two Gelflings the immense towering castle.

Jen looks up at it with awe.

KIRA

Look!

Kira points down at the foot of the hill.

The Garthim raiding party is preparing to enter the

long trachea-like entrance tube that crosses over

the deep ravine surrounding the castle.

JEN

The ones who raided your village.

Kira clicks to her mount and her Landstrider charges

downhill, running full speed toward the Garthim.

Jen, left behind for a moment, quickly follows on

his mount.

51 EXT. CASTLE - ENTRANCE TUBE AND RAVINE – DAY 51

The captives from the pod village are being carried

in a wicker cage. One of them, Kira's foster mother,

sees the two Gelflings charging down the hill at

them. She cries out.

The Garthim turn just as Kira's Landstrider attacks

the Garthim with the wicker cage.

Kira's Landstrider zaps the Garthim. The cage is

dropped on the ground, where it rolls toward the

edge of the abyss.

Kira's Landstrider turns and prepares to attack the Garthim again, but is hamstrung from behind and knocked down by another Garthim.

Kira is thrown free as the Landstriders and Garthim roll over in the background. Fizzgig is beside her, whining cravenly.

DC 4D 4/3/81 CONTINUED

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51 CONTINUED 51

Jen's Landstrider arrives to help the first. Jen jumps down beside Kira.

Kira points to the wicker cage, full of wailing Pod People.

Jen runs over to the cage and tears at the tough wickerwork with his fingers. Inside, the Pod People moan and cry. He undoes the leather thongs binding the wicker joints.

Kira joins him, and soon several prisoners squeeze out of the cage and scramble away to safety. But the gap is too small to allow all of the out.

Kira's foster mother, Ydra, is still trapped inside.

The Landstrider is wrestled to the edge of the cliff by the Garthim. Jen and Kira dodge away from the thrashing limbs.

The Landstrider and the Garthim roll over the cliff and go crashing down to the bottom of the ravine.

The Garthim turn on the other Landstrider, which sinks from sight under a horde of assailants.

The Garthim turn and head for the two Gelflings.

Jen steps in front of Kira, holding the Shard out like a dagger. Fizzgig whimpers on her shoulder.

Just as the Garthim loom over them, Kira grabs Jen and jumps into the ravine.

To Jen's amazement they don't fall: Wings unfold from under Kira's costume and support them as they flutter down to the bottom of the canyon like an elm seed.

The Garthim mill around aimlessly on the edge of the precipice above, their prey escaped.

52 EXT. BOTTOM OF RAVINE – DAY 52

Jen and Kira and Fizzgig land softly on a pile of debris that the Skekses have thrown into the abyss.

Kira folds her wings and lets go of Jen. In the

background lie the bodies of the Garthim and

Landstrider.

DC 4D 4/3/81 CONTINUED

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52 CONTINUED 52

JEN

How did you do that?

KIRA

Ages ago we could fly, not just

flutter to the ground. Didn't

those Mystics teach you anything?

She feels the two hard lumps on his back.

A giant scavenger worm crawls over from the other

side of the debris pile and roars at them.

Fizzgig shrieks and dives into Kira's clothes.

Kira makes shooing motions at the creature.

KIRA

Get away!!

(To Jen)

It's just a scavenger worm.

They're harmless.

JEN

We'd better find a way up into

the Castle before the Garthim come.

Kira picks her way across a pile of garbage. Jen

follows, looking over his shoulder warily, but the

scavenger doesn't attack.

They walk along the base of the sheer cliff walls.

There seems to be no way back up.

They round a curve in the wall and come face to face

with a gargoyle face that glares at them from the

rock wall. It seems to be carved out of the

foundation stones of the Castle. Fizzgig ducks back

inside Kira's clothes with a squeak of fear.

Through the teeth of the gargoyle trickles a foul

sewer outlet from the Castle.

JEN

The teeth of Shkreesh...

'Give entrance to one who

has his ear...'

The Skekses told us... remember.

KIRA

We don't want to go in there, do we?

DC 4D 4/3/81 CONTINUED

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52 CONTINUED 52

JEN

I don't want to do any of this,

but I have to.

He crawls in through the teeth.

Kira shudders, backs away from the hole for a second

look over her shoulder, and follows him in.

52A EXT. EDGE OF CLIFF AT CASTLE – DAY 52A

High above them on the edge of the cliff, the

Chamberlain looks down at them and smiles.

53 EXT. WILDERNESS - STONE MONOLITHS – DAY 53

The Mystics walk along slowly beside the line of

standing stones. In the sky, the three suns edge

closer together.

54 INT. CASTLE - SEWER TUNNELS – DAY 54

Jen and Kira stumble along in the dimly lit

labyrinth. They pass side tunnels and branching conduits. Strange slimy stalactites hang from the tunnel roof. One of them takes a bite at Fizzgig as they pass.

The Gelflings stop at the intersection of the three tunnels.

JEN

Anyone of these might lead us to the Crystal. Which one would you choose?

KIRA

I want to go back. I smell death here. I don't want to die in the dark.

JEN

It's too late to go back.

KIRA

All right. This one.

They turn to go up the central tunnel.

54 CONTINUED 54

The Chamberlain steps into the tunnel head and walks toward them.

CHAMBERLAIN

I knew you would come.

We make peace... Yes.

Fizzgig leaps away from Kira's shoulder and goes bouncing off down the tunnel.

CHAMBERLAIN

Pleasse... come with me... pleasse.

The Chamberlain grabs Kira and then Jen and starts dragging them up the tunnel.

CHAMBERLAIN

We must go now or it will be too late.

Jen draws the crystalline Shard out of his tunic.

He holds it like a dagger.

Jen plunges the Shard into the Chamberlain's arm with all his might.

The shard enters the Chamberlain's arm with a blinding flash and a low rumbling concussion.

The Chamberlain lets go of Jen and is momentarily stunned as if by lightning. Jen drops the Shard.

The Chamberlain cries out in pain at his wounded arm.

55 EXT. WILDERNESS – DAY 55

The Mystics are in a long single file. Moving toward the Castle in the distant background. They all look suddenly at one of their number, who raises an arm, freshly wounded, in the exact way as the Chamberlain's arm. Three suns draw closer together above the mountains.

56 INT. CASTLE - SEWER TUNNELS - DAY 56

The Chamberlain reaches up with his wounded arm and grasps a beam supporting the roof of the tunnel. With a single heave he pulls down the beam and triggers a cave-in.

56 CONTINUED 56

Rocks and stones fall on top of Jen, burying him

completely.

Kira cries out in horror as the Chamberlain drags her off along the tunnel, up towards the Castle.

Fizzgig bounces along behind them, following loyally.

Kira sees him and calls out desperately.

KIRA

Fizzgig! No, go back.

Fizzgig disobeys at first, but finally stops, whimpering softly, and watches her disappear with the Chamberlain.

56A INT. CASTLE - CORRIDOR – DAY 56A

Two Skekses are walking down the corridor when the Chamberlain appears out of the tunnel entrance with Kira. They react violently and run ahead to the Council Chamber, screeching.

57 INT. CASTLE - COUNCIL CHAMBER – DAY 57

The Chamberlain enters triumphantly, dragging Kira toward the throne. The other Skekses gasp with astonishment.

They rush over to examine this wonder. A live Gelfling.

The General looks down suspiciously from the throne

at his former rival.

The Chamberlain bows humbly and submissively to him,

and starts talking rapidly and pointing to Kira.

The High Priest interrupts, points at Kira and

screeches the death sentence:

HIGH PRIEST

Kelfinkhh Krakweekah!

('Kill Gelfling! Now!')

He draws a claw across his throat in an unmistakable

gesture.

The Chamberlain protests.

DC 4D 4/3/81 CONTINUED

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57 CONTINUED 57

The Scientist whispers something urgently in the ear

of the General.

The High Priest leans over Kira with a drawn dagger

in his hand.

The General steps down from his throne and confronts

the High Priest.

GENERAL

Kelfinnkkhh na Rhakhash!

('Gelfling goes to Chamber of Life!')

The High Priest snarls and hisses defiantly at him, then sheathes his dagger and slinks away.

The Chamberlain continues to implore the General.

The General cuts him off and gestures to the Scientist, who drags Kira off to the Chamber of Life.

Then the General turns and places the Chamberlain's old insignia of office back on him. The Chamberlain bows humbly.

The other Skekses cry out with a harsh salute.

58 INT. CASTLE - SEWER TUNNELS – DAY 58

Fizzgig cautiously approaches the pile of rubble under which Jen lies buried.

He sniffs at a pale lifeless hand extending from the mound. The hand does not move. Fizzgig digs for a moment.

Then Fizzgig sits down patiently and waits beside the hand.

59 INT. CASTLE - CHAMBER OF LIFE – DAY 59

The Scientist straps Kira into a holding device against one wall. Then he pulls the lever which

opens the portal onto the shaft.

The beam of light shines directly into her eyes.

She struggles and cries out. The vital force begins

to drain from her fingertips into the jewelled flask.

DC 4D 4/3/81 CONTINUED

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59 CONTINUED 59

Aughra is visible in the background, sitting blinded

in a golden cage.

Kira's eyes begin to cloud. She cries out.

KIRA

Jen! Help me!

59A INT. CASTLE - SEWER TUNNELS – DAY 59A

Jen stirs under the pile of rock, frightening

Fizzgig. His hand comes alive and begins to claw

rocks off of himself.

Jen's face becomes visible.

JEN

Kira! Fight them. Don't...

Jen sits up slowly, pushes rocks away and looks bewildered.

59B INT. CASTLE - CHAMBER OF LIFE – DAY 59B

Kira is still transfixed in the beam of light.

KIRA

Jen! Jen!

Aughra calls out from her golden cage across the room.

AUGHRA

Call out, Gelfling. You have powers.

Use them. Help is all around you.

Kira hears and looks around the laboratory. She sees the dozens of imprisoned creatures watching her through the bars of their cages. She begins to cry out in all the tongues of the animals of the wild.

The Scientist is startled. He looks around nervously at all the cages. He bangs against some of the bars with a stick.

The animals begin to cry out in answer to Kira's plea for help. The laboratory echoes with screeches, yowls, and squawks.

Aughra cackles with delight in her cage.

59B CONTINUED 59B

AUGHRA

Yes, all together at once.

Free. They can be free!

Tell them, Gelfling.

Kira redoubles her cries. The Scientist tries to cover her mouth with his clawlike hand, but she bites him.

The animals fling themselves against the bars of their cages with growing frenzy. The cages begin to break under the concerted assault.

Singly at first, then in dozens, the imprisoned creatures break out and jump down to the floor.

Those who can fly, circle around the Scientist feinting and jabbing at his eyes.

Others attack his feet and trip him.

The Scientist backs toward the portal knocking the machinery askew that shines the beam of light onto Kira's face.

The animals back the Scientist to the edge of the portal. He teeters on the brink and then falls down the shaft toward the lake of fire.

59C EXT. WILDERNESS – DAY 59C

The long line of Mystics trekking across the landscape does not pause, as one of their number suddenly bursts into flame and is reduced to ashes in a second.

59D INT. CASTLE - CHAMBER OF LIFE – DAY 59D

The freed animals smash the remaining cages and apparatus.

Kira struggles to free herself from her bonds.

Aughra calls out to her from her cage.

AUGHRA

Good work, Gelfling. But

too late. Too late.

KIRA

What do you mean?

AUGHRA

Great Conjunction comes.

Skekses get such power... no one

can fight them. All is lost.

Unless... you have the Shard?

Kira shakes off the last of the golden chains and

crosses to Aughra's cage to free her.

KIRA

Jen has it. How do you

know about the Shard?

AUGHRA

My Shard. If Shard be put back

before Conjunction, then Crystal

be healed... Skekses fall.

KIRA

When is the Conjunction?

AUGHRA

They took my eye, but inner

eyes still see sky. Very soon

three suns begin to touch.

KIRA

I've got to find Jen.

She swings open the gate of Aughra's cage, Aughra remains inside.

Kira runs out of the Chamber of Life. Aughra nods sagely and mutters to herself.

AUGHRA

Go Gelfling. Go find your friend. And also death.

60 INT. CASTLE - UNDERGROUND TUNNELS – DAY 60

Jen proceeds cautiously, checking side tunnels to avoid possible flank attacks.

Behind him Fizzgig stops and begins to bounce up and down and squeal noisily. Jen turns with annoyance.

JEN

Quiet, we've got to be careful down here.

60 CONTINUED 60

Jen takes one more step and falls through a trapdoor.

61 INT. CASTLE - BLACK PIT – DAY 61

Jen lands on a rough stone floor.

JEN

Owww.

Jen takes out the Shard and holds it up, casting a faint glow in the dark chamber. Dark shapes can dimly be seen lining the walls.

An ominous clicking sound begins.

Fizzgig whimpers with fear from up above where he is peering down through the hole in the ceiling.

JEN

Uh-oh.

Glowing purple eyes blink on one by one in the darkness.

JEN

Garthim!

The whole nest of Garthim come to life and advance on Jen.

Jen holds the Shard out like a sword and charges the nearest Garthim with a wild yell.

Two Garthim lunge for Jen and crash into each other. They stagger apart from the blow and Jen ducks in between them. They try to turn around, but crash

into other Garthim in the confined space. The two Garthim topple sideways, and other Garthim swarm over them to get at Jen.

Jen stands at bay with his back to the wall holding out the Shard like a sword.

Jen ducks as a huge Garthim claw snaps at him. The claw misses his body and closes on the hem of his tunic.

Jen is snatched into the air. His garment rips, and Jen flies across to the other side of the narrow chamber.

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61 CONTINUED 61

Jen bounces off the wall and lands on the back of another Garthim.

Jen's Garthim wheels and twists in vain trying to reach the Gelfling on his back or to shake him off.

The other Garthim swarm toward him, colliding and smashing into each other. The biggest of the

Garthim aims a hammer blow of his claw at Jen and hits the rock wall of the chamber instead.

The wall cracks and a dim glow filters in through the fissure.

Jen sees his chance and leaps for the crack in the wall. Jen hangs suspended from the crack by one hand.

The Garthim converge on him.

Jen heaves himself up and into the hole. Heavy blows rain on the wall behind him enlarging the hole.

Jen scrambles through the crack, toward the light, pursued by a snapping Garthim claw.

62 INT. CASTLE - SHAFT – DAY 62

Jen looks out of the crack into a huge vertical shaft. Far above floats the Dark Crystal. Below is the Lake of Fire. He puts a hand into the purple glow in the center of the shaft. The hand starts to smoulder, and Jen jerks it back with a wince of pain.

A garthim claw jams itself out far enough to grab at Jen.

Jen scrambles into the shaft, holding onto the rough stonework with his toes and fingers. He hugs the

wall to avoid the burning purple glow.

Garthim claws smash out of the hole and snap at him,

as he dangles precariously on the wall of the shaft.

63 EXT. CASTLE APPROACH – DAY 63

The Mystics travel in a long slow line across the

hill to the Castle. Overhead the three suns form an

equilateral triangle.

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64 INT. CASTLE - SHAFT – DAY 64

Jen inches steadily upward. He looks down at the

Garthim, far below now, and almost loses his grip

from vertigo. But he steadies himself and with the

last of his ebbing strength, he muscles up to the

portal leading into the Chamber of Life.

64A INT. CASTLE - CORRIDOR AT SEWER TUNNEL ENTRANCE – DAY 64A

Fizzgig wanders alone through the corridor, lost and

whimpering. A castle insect scurries across his

path. Fizzgig squeals in fright and flies in the

opposite direction.

65 INT. CASTLE - CHAMBER OF LIFE – DAY 65

A mess. Cages hang open. Straw litters the floor.

A few stray maimed creatures still hop or flutter

about in the corners.

Aughra squats on the table fumbling blindly around

for her eye.

Jen heaves himself up into the Chamber of Life, and

sees her.

JEN

Aughra! I thought you were dead.

Aughra finds the box containing her eye. She pops

it in as she talks.

AUGHRA

No time. No time. When

single shines the triple sun...

JEN

Kira?

Aughra nods and points upwards.

AUGHRA

She seeks you above. Your fate,

and hers, beside the Dark Crystal.

Jen dashes out the door without stopping to thank her.

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66 EXT. CASTLE ENTRANCE - ENTRY TUBE – DAY 66

The long procession of Mystics reaches the entry tube. Lined up across the entrance is a solid wall of Garthim, their claws bristling outward like spears.

The Mystics do not seem perturbed. They chant a nine-toned chord and the Garthim withdraw to a rest position. The Mystics push past them and enter the tube.

Overhead the three suns draw closer together, almost touching.

67 INT. CASTLE - CRYSTAL CHAMBER – DAY 67

Jen appears on a high balcony. He stops in awe at the sight: The vast hall completely deserted and the Dark Crystal floating above the deep shaft. The Shard in his hand is glowing with cold white fire. The flaw in the Crystal seems to glow with longing for its absent fragment.

The triangular portal in the great dome is open. Three suns are poised at each vertex.

68 INT. CASTLE - CORRIDOR – DAY 68

Kira creeps along the hall hiding in niches and behind tapestries. She hears something and ducks out of sight.

The Skekses march solemnly past wearing their ceremonial robes for the Ceremony of Power. They look neither to the left nor to the right, but mumble a barbaric chant.

Kira emerges from hiding and follows warily.

69 INT. CASTLE - CRYSTAL CHAMBER – DAY 69

Jen, still looking at the Dark Crystal, hears the Chant of the approaching power ceremony. He drops to the middle balcony and hides himself.

All the Skekses enter in their Robes of Power.

They move to their positions and start the ceremony.

DC 4D 4/3/81 CONTINUED

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69 CONTINUED 69

The General and High Priest notice the Scientist is missing. They exchange glances.

Kira enters on the balcony opposite Jen's hiding position. She is haggard and aged.

Jen sees Kira and is shocked by her appearance. He signals her. They talk by sign language and gestures about what has to be done.

Fizzgig enters on Kira's balcony, making a huge racket. Kira tries in vain to quiet Fizzgig. The High Priest signals to stop the ceremony.

HIGH PRIEST

Garthim! Kelflinkh!

Gathim enter the balconies and try to catch Kira and Jen. Kira distracts them for a moment. Jen takes advantage of the general turmoil. He takes out the

Crystal Shard, looks down into the pit of fire, and leaps toward the Dark Crystal. He lands at the top and scrambles for a good hand-hold to keep from slipping.

The Shard slips from his grasp and spins downward toward the shaft.

Kira cries out with despair.

The Shard lands poised on the lip of the shaft and hangs there.

The High Priest sees the Shard and the terrible realization hits him how the Prophecy can be fulfilled. He shrieks a command.

HIGH PRIEST

Klakk smaithhh Skwee Kreh!

('Grab that Shard!')

All the Skekses lurch toward the Shard. Kira leaps down from the balcony on fluttering wings.

The General's hand picks up the Shard. Fizzgig enters and grabs the General's arm. The General drops the Shard and shakes Fizzgig off into the Crystal fire pit. Fizzgig screams.

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69 CONTINUED 69

Kira snatches the Shard just before the High Priest

does.

She reacts to Fizzgig going into the pit.

The Skekses shrink back from Kira, who menaces them

with the Shard.

Jen calls out to her.

JEN

They're afraid.

Kira turns slowly around, surrounded by a circle of

Skekses, holding them off with the Shard like a

knife-fighter.

The High Priest makes a move toward her while her

back is momentarily turned.

JEN

Look out!

Kira whirls and slashes at the High Priest, nearly

wounding him.

70 OMIT

71 INT. CASTLE - HALL OF CRYSTAL – DAY 71

The Chamberlain approaches Kira, his hand

outstretched.

CHAMBERLAIN

Gif me the Shard, Gelffinnkhh,

and you go in peace.

KIRA

No.

The three suns touch in the center of the triangle

above. Jen calls down to the Chamberlain.

JEN

Don't harm her. Let her go.

You can have the Shard.

Kira turns and holds the Shard up toward Jen.

71 CONTINUED 71

KIRA

No. Jen, heal the Crystal.

JEN

Don't. They'll kill you.

She tosses the Shard up to him in a high slow arc

and gives him a smile of love and farewell.

Jen screams an inarticulate cry of despair.

The High Priest stabs Kira from behind.

Jen catches the Shard with an automatic reflex and,

stunned, he watches Kira sink to the floor, dead.

The Skekses turn toward Jen.

Jen looks down at the Shard in his hand, turns and

raises his arm to drive the fragment deep into the

flaw of the Crystal.

Suddenly from above, a brilliant shaft of light

comes flooding down from a hole in the ceiling,

bathing Jen and the Crystal in an envelope of

blinding brightness.

The three suns are aligned in three perfectly

concentric circles. The Skekses recoil from the

intense radiation.

Jen pauses for an instant... and plunges the Shard into the Crystal.

The Crystal emits a brilliant high-pitched sound like a celestial bell. A flash knocks Jen to the floor.

The Skekses cover their ears in pain at the sound.

The Dark Crystal clears to a lucid transparency revealing a deeply cracked and fissured interior.

Then the cracks begin to heal themselves and disappear as the Crystal returns to its original perfection.

Jen crawls to the lifeless body of Kira. He cradles her in his arms, sobbing with grief, oblivious to the awesome changes he has brought about in the Crystal.

Laszlo

Well-Known Member

Joined	Nov 23, 2004
Messages	892
Reaction score	

Sep 28, 2013

#5

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The High Priest looks at a Garthim beside him as its claws fall off and the burning purple coals of its eyes are snuffed out to darkness.

Garthim fall apart all around the Hall of the Crystal. Their claws and armor plates fall to the floor with a mettalic clatter. Once the armor plates have fallen away, there is nothing left of the Garthim.

Choir slaves stand up and murmur in confusion as their milky eyes darken and return to their original color, their free will returned. They look around themselves with a wonder like awakened dreamers who find that reality is more strange than their dream.

72 INT. CASTLE - DAY 72

The entire Castle begins to reverberate with a low rumble of almost subsonic pitch. The ugly

encrustations from centuries of Skeksis residence begin to fall and melt away, revealing a beautiful crystalline structure beneath.

73 INT. CASTLE - THE CHAMBER OF LIFE – DAY 73

The room shakes, as if in an earthquake. The doors of the empty animal cages swing open and shut, clanging noisily. What apparatus was left standing after the revolt falls over and smashes.

Aughra hobbles from her cage to the door, greatly exited.

AUGHRA

The Great Conjunction!

At last!

Fizzgig squeals. Aughra turns and sees him clinging to the rod in the shaft.

74 INT. CASTLE - CRYSTAL CHAMBER – DAY 74

The Mystics enter. No longer doddering wizards but now like a conquering army.

They give voice to a mighty cry: Eight tones of truth and majesty piled into an irresistable chord of power.

DC 4D 4/3/81 CONTINUED

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74 CONTINUED 74

The Mystics form a circle about the Crystal.

The Skekses scatter to the periphery of the room in terror.

The Mystic, Ur-Zah, raises his hand in a gesture of power... or is it acceptance?

Beams of light shoot out of the Crystal, transfix the eight Mystics, and continue through their bodies to impale the eight Skekses ranged around the edges of the room. The Skekses seem paralysed.

Slowly and ineluctably the Skekses are dragged toward the Mystics, who have begun to chant and move their bodies in a swaying hypnotic rhythm.

Aughra peeks into the room from the balcony, panting and wheezing. It has been a long climb from the dungeon, but she wouldn't miss this for anything.

Fizzgig sits on her shoulder, chattering.

Jen calls out to her from where he is bent over Kira's corpse.

AUGHRA

"What was sundered and undone,

shall be whole, the two made one."

Aughra points to the circle of Mystics and Skekses.

Jen looks up, shields his eyes with his hand. The

light in the room has become too intense to see

clearly.

The Skekses are being drawn into the bodies of the

Mystics and merging with them, until the two races

join and form some new kind of creature.

One by one the newly formed creatures are drawn into

the Crystal on beams of light and then shot out the

other side into another dimension.

The final remaining creature pauses and looks down

at Jen. A voice speaks inside Jen's mind as he

looks up into the wise gaze of the figure towering

above him.

DC 4D 4/3/81 CONTINUED

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74 CONTINUED 74

VOICE

Gelfling. You have freed us

from the chains of the world.

We now may pass to the next

world. Rejoined. In the form

we had when we were born.

Now we return your favor.

JEN

Who are you?

The creature reaches down and touches Kira's

shoulder.

Jen looks down at Kira. Her eyes are fluttering

open. Her wound is healed.

The creature dissapears through the Crystal after

the others. The room is filled with silence.

Kira sits up, opens her eyes, embraces Jen and they

watch the Crystal.

The three suns move out of their position above and

the Great Conjunction is over for another thousand years.

The camera moves into the Crystal revealing various happy images of the characters and the end titles.